

FOR USE WITH
**ADVANCED
DUNGEONS & DRAGONS**
by Gary Gygax



Halloween Edition

**MANUAL OF
MONSTROUS
ATTENTIONS**

- REplete -

SPECIAL REFERENCE WORK

AN ALPHABETICAL COMPENDIUM OF OVER 650 PRIME MATERIAL MONSTERS
AS FOUND IN **ADVANCED DUNGEONS & DRAGONS**, INCLUDING ATTACKS,
DAMAGE, SPECIAL ABILITIES AND DESCRIPTIONS AS SOURCED FROM;
**MONSTER MANUAL, FIEND FOLIO, MONSTER MANUAL II,
GREYHAWK ADVENTURES, DUNGEONEERS SURVIVAL GUIDE
AND DRAGON MAGAZINES #62, #65, #74 & #96.**

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- SHEDU, GREATER - SHRIEKER - SIRINE - SKULK - SKUNK - SKUNK, GIANT
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Ankisauros
Ankylosaurus
Antrodemus (Allosaurus)
Apatosaurus (Brontosaurus)
Archlron Ischyas
Brachiosaurus
Camorasaurus
Camptosaurus
Ceratosauros
Cetiosaurus
Compsognathus
Dacentrurus
Deinonychus
Dilophosaurus
Dimetrodon
Dinichtys
Diplodocus
Elasmosaurus
Euparkeria
Gorgosaurus
Iguanadon
Kentrosaurus
Lambeosaurus
Mamenchisaurus
Massopondyius
Megarosaurus
Monoclonius
Nothosaurus
Ornitholestes
Paleosincus
Pentaceratops
Phororhacos
Plateosaurus
Plesiosaurus
Podokesaurus

Pteranodon
Pterosaurs, Giant
Stegosaurus
Struthiomimus
Styracosaurus
Tanystropheus
Tennodontosaurus
Teratosaurus
Triceratops
Tyrannosaurus Rex

Dragons

Black
Blue
Brass
Bronze
Chromatic
Copper
Gold
Green
Platinum
Red
Silver
White
Yellow
Orange
Purple
Greyhawk
Steel
Grey
Arack
Scintillating
Night
Electrum
Mauve

Li Lung
Lung Wang
Pan Lung
Shen Lung
T'ien Lung
Yu Lung
Cloud
Faerie
Mist
Shadow

Elves

Aquatic
Drow
Gray
Half
Wild, Grugach
Wood, Sylvan
Valley
Cat
Cooshie

Giants

Cloud
Firbolg
Fire
Fog
Fomorian
Frost
Hill
Mountain
Stone
Storm
Verbeeg

Golems

Caryatid Column
Clay Golem
Flesh Golem
Iron Cobra
Iron Golem
Necrophidius
Stone Golem
Stone Guardian

Lycans

Wereboar
Wererat
Weretiger
Werewolf
Foxwoman
Jackalwere
Seawolf, greater
Seawolf, Lesser
Wereshark
Wolfwere

Men

Fighter/Cleric/M-U/Thief
Bandit
Berserker
Buccaneer
Caveman
Dervish
Merchant
Pilgrim
Merman

Molds

Brown
Yellow
Russet

Sphinx

Andro
Crio
Gyno
Hieraco

Trolls

Common
Giant
Two-headed, Giant
Ice
Marine
Spirit

Worms

Blood
Book
Purple
Rock, Thoqqua
Tenebrous
Tunnel

The Undead

Coffer Corpse
Death Knight
Ghast
Ghost
Ghoul
Groaning Spirit
Huecuva
Lich
Demi-Lich
Mummy

Penanggalan
Phantom
Poltergeist
Revenant
Shadow
Sheet Ghoul
Sheet Phantom
Skeleton, Common
Skeleton, Animal
Skeleton Warrior

Son of Kyuss
Spectre
Swordwraith
Vampire
Wight
Wraith
Zombie, Common
Juju
Monster
Yellow Musk
Sea



AN ALPHABETICAL LISTING
OF MONSTERS FOR USE WITH
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ADVENTURES, INCLUDING ATTACKS,
DAMAGE, SPECIAL ABILITIES,
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ENCOUNTER TABLES BY LEVEL;
AND MORE.

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PREFACE

The various creatures contained herein are for use in **ADVANCED DUNGEONS & DRAGONS**. Parameters have been set for that game. Those monsters drawn from my original work have been revised and expanded upon accordingly. Except as noted, all new monsters are strictly of this author's creation — just as all those which appeared in *The Strategic Review* were — and I take the burden of full responsibility for them. It is necessary to acknowledge the contributions of the following persons: Steve Marsh for devising the creatures for undersea encounters which originally appeared in *BLACKMOOR*, as I have radically altered them herein; Erol Otus for doing the preliminary work and illustrations of the *anhkheg* and *remorhaz* which appeared in *The Dragon*; Ernie Gygax for the *water weird* and for his help in solidifying many of the characteristics of the creatures herein; Terry Kuntz, who was never thanked for his prototypical beholder, a revised version of which was included in *GREYHAWK*; to the whole crew at TSR, and to Brian Blume, Tim Kask, and Dave Sutherland in particular, is due thanks for helping me get this whole project into a manuscript; and to my wife, Mary, who has been stuck with the job of typing most of the manuscript, my apologies for mistakes needing correcting and my admiration for staying with it day after day. If I have missed thanking any other person, please pardon the oversight.

EDITOR'S NOTE:

Some tough decisions were made. If EVERY monster were here, the book would be over 450 pages. Unwieldy to say the least. Therefore, monsters who do *not* primarily reside on the Prime Material are consigned to their appropriate plane as found in "*The Epistles of Extra-Planar Encounters: The Infernal*", "*The Indifferent*" or "*The Inviting*". This banishment is mostly along Alignment lines, however not all cases. For example, Githyanki are Lawful Evil, but call the Astral Plane home. Undead creatures while animated by the Negative Material Plane make their home residence on the Prime Material.

Monster families are herein grouped. Golems, Giants, Trolls & Undead are examples. Some such as Driders and Margoyles stayed where they were. Others are out of alphabetical order such as Otyugh and Neo-Otyugh sharing a page. Yet some few more are renamed. "Black Pudding" is now "Pudding, Black".

Every effort to keep a monster on its own page was made. Some monsters do flow across the fold while some very, very few flip the page to continue their entry. One does both. *Curse you, Kuo-Toa!!!* In other places are huge holes: empty white spaces screaming to be filled with anything. Anything at all. In some cases it was. In other cases, a hole remains.

-Phant Force

Q: Is this effort a trick or a treat?

A: Both. Layout errors are sure to emerge requiring eventual revision.

FOREWORD

It is with a certain measure of pride that we at TSR bring you this second part of the new DUNGEONS & DRAGONS releases, the long-awaited MONSTER MANUAL for ADVANCED D & D. We are doubly proud of the format of this book — i.e., its special hard cover, a "first" in the gaming world and another step in our continuing quest for top quality products.

As time goes on, the D & D phenomenon shows no sign of subsiding — indeed, the popularity of DUNGEONS & DRAGONS continues to grow and grow. This trend is very gratifying to us at TSR, and encourages us to devote even more time and attention to D & D (witness this series of ADVANCED DUNGEONS & DRAGONS) and related materials — playing aids, accessories, etc. Our aim is to provide a top-quality family of products for use with the DUNGEONS & DRAGONS game system, items that we hope you will find useful, innovative, and enjoyable.

With the outstanding growth of DUNGEONS & DRAGONS has come the growth of TSR Hobbies, since it is no secret that the fantastic response to D & D has allowed TSR to expand and explore many new directions in the gaming hobby. Therefore, we owe our thanks to you — the many devoted gamers — who have supported TSR through your enthusiasm, your encouragement, and finally, your purchases. Our livelihood depends upon your continued support, and we intend to keep earning it by continuing to bring you innovative products in the future. We appreciate the widespread audience that our games (and especially D & D) have achieved, and we look forward to increasing the exposure of our games and rules. Without such an enthusiastic and loyal following, this would not be possible. So, we thank you!

The success of DUNGEONS & DRAGONS has spawned a considerable number of imitations and spin-off products, perhaps inevitably. Some of these have merit; many, however, do not — and although we may concede their right to exist (however dependent they may be on D & D's audience), we would caution the prospective buyer to consider their true value and not to be confused with those items which bear the DUNGEONS & DRAGONS or ADVANCED DUNGEONS & DRAGONS name and constitute the official D & D family of products. As for value, let the others be measured against the standard of quality we have striven for — a hardbound encyclopedia of monsters, for instance, as opposed to a low quality collection which is poorly assembled and bound.

This present work, as will be apparent from its sheer bulk alone, is the result of a considerable amount of work and preparation by many persons. All this has been undertaken with an eye toward providing a final result which can be regarded as the definitive collection of monsters for ADVANCED DUNGEONS & DRAGONS — an encyclopedic collection of information certain to be of invaluable use to players and Dungeon Masters alike, complete with game specifications, background details and, in many cases, with an illustration in addition! Of course, no work can be truly definitive, for as long as players possess an active imagination, many new and fascinating monsters will continue to arise — and this is only as it should be.

One final note: as valuable as this volume is with its wealth of information, some DM's may wisely wish to forbid their players from referring to the MANUAL in the midst of an encounter, since it will be considerably more challenging to confront a monster without an instant rundown of its strengths and weaknesses — and besides, a D & D player's true mettle (and knowledge) will be put to the test. And as even the most casual D & D player knows, that's what this fascinating game is all about . . .

Read on, and enjoy!

Mike Carr

27 September 1977

How To Use This Book

Three of the headings in the monster listings below may be unfamiliar to experienced AD&D® game players:

Reaction Modifier is a guide for DMs in determining a creature's initial reaction. Roll 2d10 and add (or, in some cases, subtract) the Reaction Modifier. The higher the number, the less aggressive the creature will be. A low roll means the creature acts *more* aggressively.

Size is how big (or small) the creature is. First edition players can treat "Tiny" creatures like "Small" creatures; "Huge" and "Gargantuan" creatures can be treated like "Large" ones.

Morale is a measure of how likely a creature is to stand its ground in the face of danger, adversity, or overwhelmingly bad odds in combat. Roll 2d10. If the total of the two dice is less than or equal to the creature's listed Morale value (the number in parentheses), the creature stands its ground. If the number rolled is higher than the Morale value, the creature might surrender, run away, or whatever else the DM feels is appropriate.

Each of these concepts is treated in greater detail in the second edition AD&D® game rules.

The term "monster" has two different meanings in this work. The first—and more important—meaning is to designate any creature encountered, human, humanoid, or beast, and whether hostile or not. Thus the term is used generically; until the party of adventurers is certain about what they have met, it is a "monster." The secondary use of the term is the more traditional one—to signify a wicked or horrible creature of some sort. Advanced Dungeons & Dragons® players will almost certainly be familiar with these two uses of the word already; those who are newcomers may find them a little confusing at first, but experience will soon determine which of the two uses of the word is appropriate in the particular context.

Each monster is given a full description in the text and values for a number of parameters that collectively describe its behavior, combat mode, etc., in general terms. The parameters are explained below.

Number Ranges

Number ranges are used throughout MONSTER MANUAL II to indicate numbers of creatures appearing, etc. The actual number selected is by dice roll. Number ranges are given so that the DM can select a number appropriate to the challenge he wants to set the players. Number ranges appearing frequently and their dice equivalents are listed below for easy reference.

Range	Dice Roll	Range	Dice Roll	Range	Dice Roll
1-2	(1/3 d6)	3-12*	(1d10+2)	6-36	(6d6)
1-3	(1/2 d6)	3-12	(3d4)	6-72	(6d12)
1-4	(1d4)	3-17	(2d8+1)	7-10	(1d4+6)
1-6	(1d6)	3-18	(3d6)	7-12	(1d6+6)
1-8	(1d8)	3-30	(3d10)	7-28	(3d8+4)
1-10	(1d10)	3-36	(3d12)	9-16	(1d8+8)
1-12	(1d12)	4-15	(1d12+3)	10-40	(1d4×10)
1-20	(1d20)	4-16	(4d4)	11-20	(1d10+10)
1-100	(1d%)	4-24	(4d6)	11-30	(1d20+10)
2-5	(1d4+1)	4-26	(2d12+2)	12-30	(2d10+10)
2-7	(1d6+1)	4-36	(2d12 + 2d6)	12-48	(4d10+8)
2-8	(2d4)	5-8	(1d4+4)	13-18	(1d6+12)
2-9	(1d8+1)	5-20	(5d4)	20-160	(2d8×10)
2-12	(2d6)	5-30	(5d6)	21-40	(1d20+20)
2-13	(1d12+1)	5-40	(5d8)		
2-16	(2d8)	5-50	(5d10)		
2-24	(2d12)	6-24	(6d4)		
3-9	(2d4+1)				

General Entries

The figures and facts given under these headings indicate the general status of the monster in question. Then follows a description of the monster in detail—its behavior, normal habitat, attack/defense styles, special characteristics, and so on. An illustration of a typical creature of the type is included whenever possible.

FREQUENCY refers to the chance of a creature being encountered in a region or area where it might live. "Very rare" indicates a 3% chance of occurrence; "rare" indicates a 7% chance; "uncommon" indicates a 20% chance; "common" indicates a 65% chance; and "unique" indicates that there is only one of the creatures in existence. These probabilities are reflected (with variances within statistical limits) in the Monster Random Encounter Tables. For example, some very rare creatures will in fact be rarer than others under the same general description.

NUMBER APPEARING indicates the average numbers player characters might encounter. Generally if a creature is encountered in or near its lair, it can be expected to appear in larger numbers, while further away from its lair it will be encountered in smaller numbers. Again, there are exceptions to this. Intelligent, organized monsters forming a war party for a specific raiding or punitive mission may be encountered in considerable numbers some distance from their lair, while encounters near the lair may be with only scouts or perimeter guards. The number range indicated should therefore be used only as a guideline and should be altered to suit the circumstances. Also, the number range indicated is not necessarily recommended for underground (dungeon) encounters. The DM should select the number appearing in accordance with the type of challenge he wants to give the player characters.

ARMOR CLASS is a measure of how difficult it is to hit a creature. Armor class reflects the general type of any protection worn, protection inherent to the creature due to its physical structure or magical nature, or the degree of difficulty in hitting a creature due to its speed, reflexes, etc. All these factors are combined into a single armor class value, and referees need not adjust this value to take account of high dexterity. Where necessary, adjustments have been included in the monster's individual description.

MOVE shows the relative constant speed of the monster. Higher speeds may be possible for short periods. The creature's movement rate can be scaled to whatever time period is desired by adjusting the ground scale accordingly. In certain cases, more than one number is given under this heading; this indicates that the monster can travel in two or more different media or modes:

X"	=	ground speed
/X"	=	flying speed
//X"	=	swimming speed
(X")	=	burrowing speed
*X"	=	climbing in a web
@X"	=	climbing in trees

An agathion confined to ground travel would have only one number such as 9"; however, a dragon that can walk and fly would have two numbers which would look like this: 6"/24" (6" for ground travel and /24" for flying). If a single number is given, that does not necessarily mean that the monster moves only along the ground (though it does in most cases); the main text must be consulted to make the meaning clear.

The letters in parentheses indicate the monster's maneuverability class (MC). Maneuverability class is explained in detail in the DUNGEON MASTER'S GUIDE. A monster with maneuverability class A is quick and highly maneuverable in the air—difficult to hit and capable of rapid and fundamental changes of direction. At the other extreme, a monster of class E is slow-flying and ponderous—a relatively easy target, incapable of sharp turns, and requiring a good deal of space to accomplish more than a very minor change in direction of flight.

HIT DICE are used to calculate the number of hit points the monster can lose before dying (or, in some cases, before being temporarily banished back to place of origin). Unless stated otherwise, hit dice are 8-sided. The indicated number of dice are rolled and the resulting numbers added together to arrive at the monster's total hit points. A monster always has at least 1 hit die.

Some monsters have fewer hit points than those indicated by the usual 8-sided die, and these are given in a range. Thus, if a creature has 1-4 hit points, a 4-sided die is rolled to determine the exact number.

Other monsters have hit points in addition to the number derived from their hit dice; this is indicated by a plus sign followed by the number of additional hit points. Thus, if a monster has "HIT DICE: 5+3," five 8-sided dice are rolled, the numbers added together, and 3 added to the result. Such a monster would have a range of 8-43 hit points (5+3 to 40+3). Creatures without character classes use hit dice to measure their attack ability.

% IN LAIR indicates the chance of the monster being encountered where it lives and stores its treasure (if any). Note that some monsters are never found in their lairs; this is either because the lair is inaccessible or unknown or because the monster simply does not have a fixed lair and wanders.

Note that certain monsters have their lairs on planes other than the player character spell casters are not of the 11th level, the figure must be adjusted upwards by 5% for each level below 11th, or downwards by 5% for each level above 11th. Thus, a monster with 95% magic resistance cannot be affected by a spell cast by a magic-user of the 10th experience level or lower, while a 12th level magic-user has a 10% chance of affecting it.

Note that even if a spell does overcome the magic resistance of a monster, the monster is still entitled to normal saving throws. A creature's magic resistance extends only to its immediate possessions, i.e., anything carried or worn. Area-effect spells will still function if targeted on a magic-resistant creature within their area. The creature itself might not be affected, although all others in the spell area will be subject to spell effects. A *fireball*, for example, may wipe out a cluster of orcs, while an agathion standing in their midst might be totally unaffected. The percent of magic resistance of a creature has an effect on certain existing spells such as *hold portal*, where it indicates the probability of shattering the existing spell.

INTELLIGENCE indicates the basic equivalent of the human intelligence quotient (IQ). Certain monsters are naturally cunning or devious, and if this is so it will be indicated. The intelligence ratings correspond roughly to the following character intelligence scores:

0	Non-intelligent or intelligence not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius-level intelligence
19-20	Supra-genius
21+	Godlike intelligence

ALIGNMENT indicates the characteristic behavior of the monster toward law, chaos, good or evil, or toward neutrality perhaps modified by good or evil intent. A monster's alignment will have a significant effect on the way it behaves when it is encountered, the way in which it reacts to certain situations, and so forth. Words in parentheses indicate an inclination. Thus "lawful good (neutral)" indicates a tendency toward neutrality.

SIZE is abbreviated as: S=smaller than a typical human; M=human-sized (5-7 feet tall and approximately the build or mass of a human); and L=larger than human-sized in one way or another and generally of greater mass. Among other things, the size of a monster will influence the amount of damage it sustains from a successful hit by a particular weapon.

PSIONIC ABILITY and ATTACK/DEFENSE MODES indicate the general psionic capabilities, if any, of the monster. These are outlined in THE PLAYERS' HANDBOOK. Some monsters have suspected, rather than confirmed, psionic powers and where this is the case the text will so indicate.

LEVEL and EXPERIENCE POINT VALUE are determined by the method indicated in THE DUNGEON MASTER'S GUIDE. If a type of monster has varying hit dice and/or experience levels, values for each are shown.

Special Entries

Certain creatures, such as devas, have special abilities or live in unusual places, etc., and these may require the notations explained below.

PLANE refers to a being's plane of origin. Usually this will correspond to Prime Material Plane. However, some monsters whose normal lairs are on other planes may have established temporary lairs on the Prime Material Plane in the pursuit of a particular purpose or mission.

TREASURE TYPE refers to the treasure table in MONSTER MANUAL I. The table shows the amount and type of treasure along with the probability of whether or not the treasure will contain that amount. If individual treasure is indicated, each individual monster of that type will carry, or possibly carry, the treasure shown. Otherwise, treasures are only found in the lairs of monsters. Although an encounter may occur in a monster's lair and the monster possess some treasure, this does not automatically mean that the adventurers will gain treasure by defeating the monster.

Most treasure types show probabilities of occurrence. If subsequent dice rolls indicate that that form of treasure is not in the monster's trove, then it is not there, and the adventurers find no wealth (including magical items) despite the fact that a treasure type is indicated. Finally, treasure types are based upon the occurrence of a mean number of monsters appearing and other adjustments detailed in the explanatory material. Adjustments up or down should always be made when the actual number of monsters encountered is significantly greater or fewer than the mean. The use of a treasure type to determine the treasure guarded by a creature in a dungeon is not generally recommended. Larger treasures of a given type are denoted by a multiplier in parentheses (x10, etc.); this is not to be confused with treasure type X.

"Incidental" treasure is that which occurs almost accidentally. For example, if a creature kills a victim, drags it to its lair, and if the victim's money pouch remains in the lair but is of no interest to the creature, the money pouch is incidental treasure.

NUMBER OF ATTACKS shows the number of physical attacks the monster is able to make during a given melee round. This number can be modified by hits which sever members, spells such as *haste* or *slow*, and so forth. It does not normally take into account unusual or special attack forms. Multiple attacks usually indicate the use of several modes of attack during the same melee round. For example a monster that rakes with its two claws and inflicts a bite in the same melee round would be given 3 attacks.

Note that a human (or near human) encountered as a monster is always assigned the combat matrix for humans when attacking. In other words, dwarves, elves, gnomes, half-elves, halflings, and humans always use the human attack matrices whether they are "monsters" or "player characters."

DAMAGE PER ATTACK indicates the number of hit points of damage a successful attack will cause, expressed as a range of points of damage. If a monster uses a weapon in its attack, the damage will not be shown since it will vary according to the type of weapon used. Refer to the main text for a more detailed explanation of the monster's modes of attack and the damage which each might inflict.

SPECIAL ATTACKS detail such things as dragon breath, magic-use, and so forth. Refer to the main text for a detailed explanation of these, including the method and frequency of the attack, the damage it inflicts, and any special effects which might result from it. Unless a monster's ability to cast spells is given in the text, that ability is at usually the level of its hit dice.

SPECIAL DEFENSES are almost self-explanatory and are detailed in the main text in the same manner as are special attacks. They will include the use of defensive magic, camouflage, and so forth.

MAGIC RESISTANCE is the chance a spell might fail when cast on the monster; this chance is expressed in a percentage. The basis for the percentage is a spell cast by a magic-user of the 11th experience level. If player character spell casters are not of the 11th level, the figure must be adjusted upwards by 5% for each level below 11th, or downwards by 5% for each level above 11th. Thus, a monster with 95% magic resistance cannot be affected by a spell cast by a magic-user of the 10th experience level or lower, while a 12th level magic-user has a 10% chance of affecting it.

Note that even if a spell does overcome the magic resistance of a monster, the monster is still entitled to normal saving throws. A creature's magic resistance extends only to its immediate possessions, i.e., anything carried or worn. Area-effect spells will still function if targeted on a magic-resistant creature within their area. The creature itself might not be affected, although all others in the spell area will be subject to spell effects. A *fireball*, for example, may wipe out a cluster of orcs, while an agathion standing in their midst might be totally unaffected. The percent of magic resistance of a creature has an effect on certain existing spells such as *hold portal*, where it indicates the probability of shattering the existing spell.

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PSIONIC ABILITY and ATTACK/DEFENSE MODES indicate the general psionic capabilities, if any, of the monster. These are outlined in THE PLAYERS' HANDBOOK. Some monsters have suspected, rather than confirmed, psionic powers and where this is the case the text will so indicate.

LEVEL and EXPERIENCE POINT VALUE are determined by the method indicated in THE DUNGEON MASTER'S GUIDE. If a type of monster has varying hit dice and/or experience levels, values for each are shown.

Special Entries

Certain creatures, such as devas, have special abilities or live in unusual places, etc., and these may require the notations explained below.

PLANE refers to a being's plane of origin. Usually this will correspond to the creature's alignment, but sometimes it varies according to sphere of influence, such as with creatures originating on the elemental planes. Also, some creatures may be located on a plane which seems to conflict with their alignment because associates are located there.

CLERIC/DRUID refers to the being's ability to function as a cleric and/or druid. Wisdom spell bonuses apply to the number of spells that being can have.

FIGHTER refers to the being's ability to function as a fighter, paladin, or ranger. Note that alignment does not necessarily preclude inconsistency here.

MAGIC-USER/ILLUSIONIST describes the level of the being's general magical spell ability, if any. Simultaneous classification in both areas is possible.

THIEF/ASSASSIN refers to the being's level of ability in regard to the thief and/or assassin classes. Once again, alignment does not preclude inconsistent classifications.

MONK/BARD refers to the being's abilities as a monk or bard, if any. Note that alignment is not necessarily a consideration here for either of these classes, and that bardic ability indicates only that a being has bardic powers and may not necessarily have abilities as a fighter or thief.

PSIONIC ABILITY above the usual ranges falls into the following six classes:

Class	Psionic Strength	Disciplines	Attack Modes	Defense Modes
I	326-365	5 minor, 2 major	All	All
II	276-315	4 minor, 2 major	All	All
III	236-265	3 minor, 2 major	All	All
IV	181-210	3 minor, 1 major	All	All
V	91-110	2 minor, 1 major	A,B,C,E	F,G,H
VI*	Nil	Nil	Nil	Nil

* Beings listed as class VI cannot use psionics and are invulnerable to any type of psionic attack, including psionic blast.

S,I,W,D,C, and CH are abbreviations for the being's abilities and are followed by scores. Ability scores over 18 are explained below.

STRENGTH score bonuses for above 18 are explained on the following table:

Score	To-Hit Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/Lift Gates
19	+3	+7	4,500	7 in 8 (3)	50% (as hill giant)
20	+3	+8	5,000	7 in 8 (3)	60% (as stone giant)
21	+4	+9	6,000	9 in 10 (4)	70% (as frost giant)
22	+4	+10	7,500	11 in 12 (4)	80% (as fire giant)
23	+5	+11	9,000	11 in 12 (5)	90% (as cloud giant)
24	+6	+12	12,000	19 in 20 (7 in 8)	100% (as storm giant)
25	+7	+14	15,000	23 in 24 (9 in 10)	100% (as titan)

The numbers in parentheses under "Open Doors" indicate the chance of forcing open a locked, barred, magically held, or wizard locked door, but only one attempt per door may be made, and if it fails no further attempts can succeed.

INTELLIGENCE AS IT AFFECTS SPELLS Beings of very high intelligence will not be fooled by illusion/phantasm spells; they will note some inconsistency or inexactness which will prevent their belief in the illusion. A being with a 19 intelligence will never believe or be affected by a 1st level illusion/phantasm spell, even if it is cast by a high-level spell caster. Beings with greater intelligence can also ignore higher level illusions, as indicated below. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

Intelligence Score	Chance To Know Each Listed Spell	Minimum Number of Spells/Level	Illusion/Phantasm Spell Immunities by Level
19	95%	11	1st
20	96%	12	2nd
21	97%	13	3rd
22	98%	14	4th
23	99%	15	5th
24	100%	16	6th
25	100%	17	7th

DEXTERITY: The following table applies to dexterity scores over 18:

Score	Reaction/Attacking Adjustment	Defensive Adjustment
19	+3	-4
20	+3	-4
21	+4	-5
22	+4	-5
23	+4	-5
24	+5	-6
25	+5	-6

Picking Pockets	Open Locks	Locate/Remove Traps
+15%	+20%	+10%
20	25	15
25	30	20
30	35	25
35	40	30
40	45	35
45	50	40

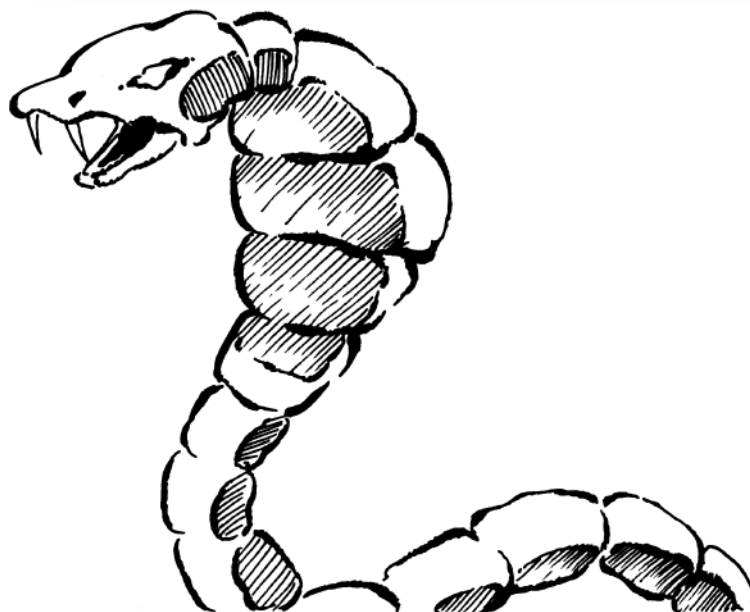
Move Silently	Hiding In Shadows
+12%	+12%
15	15
18	18
20	20
23	23
25	25
30	30



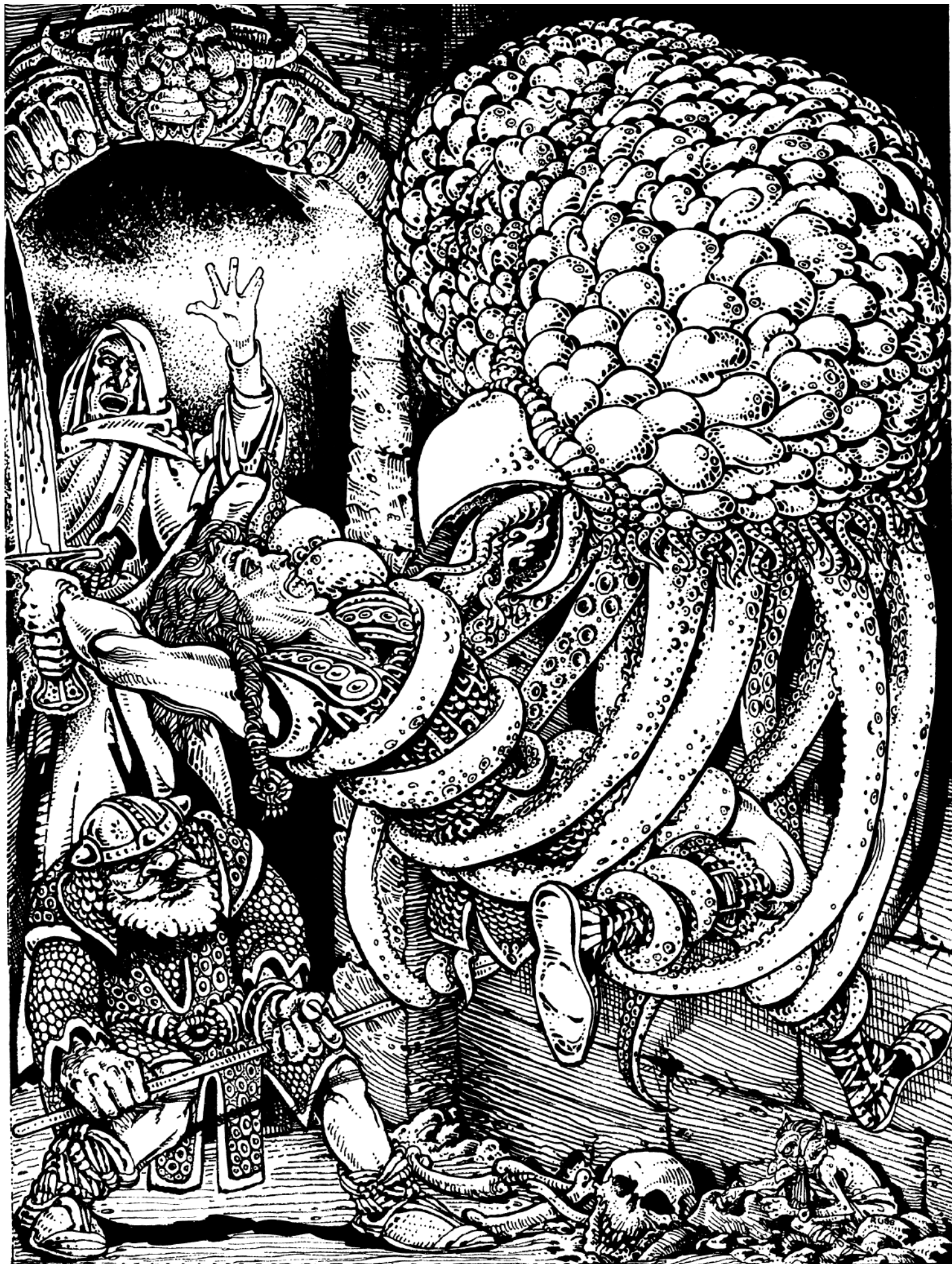
CONSTITUTION: The following table applies to constitution scores over 18:

Score	Hit Point Adjustment*	Poison Save	Regeneration
19	+5 (no 1s rolled)	+1	Nil
20	+5 (no 1s rolled)	+1	1 point/6 turns
21	+6 (no 1s or 2s)	+2	1 point/5 turns
22	+6 (no 1s or 2s)	+2	1 point/4 turns
23	+6 (no 1s, 2s, or 3s)	+3	1 point/3 turns
24	+7 (no 1s, 2s, or 3s)	+3	1 point/2 turns
25	+7 (no 1s, 2s, or 3s)	+4	1 point/1 turn

* The additions to each hit die are for fighters, paladins, and rangers only; all beings without one of these classes can receive no more than 2 bonus points per die. The other modifications to the dice are applicable to any class. The notation "no 1s rolled" indicates that any 1s rolled when hit points are being figured should be counted as 2s. At 21 and 22 constitution, 1s and 2s are counted as 3s, and so on.









AARAKOCRA (Bird-Man)

FREQUENCY: *Very rare*

NO. APPEARING: 1-10

ARMOUR CLASS: 7

MOVE: 6"/36"

HIT DICE: 1+2

% IN LAIR: 5%

TREASURE TYPE: D

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3

or by weapon type

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENCES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Neutral good*

SIZE: *M(20' wing span)*

PSIONIC ABILITY: *Nil*

Attack/Defence Modes: Nil

LEVEL/X.P. VALUE:

11/28 + 2 per hit point

The aarakocra are a race of intelligent avian humanoid. Their society consists of small tribes of about 11-30; each tribe has a hunting territory of about 10,000 square miles. The bird-men live on high peaks in the mountains, where they can soar all day on the winds and the thermals.

Aarakocra have little to do with humankind beyond the occasional poaching of a farm animal (they appear incapable of distinguishing between domestic and wild animals, for this act is not one motivated by malice). They have even less to do with demi-humans and actively dislike humanoids. Infrequently, an aarakocra may agree to give information to, or act as a scout for, humans in exchange for shiny coins or gems. As they are extremely reluctant to leave their familiar mountains such an act will only very rarely take place outside the bird-man's own territory.

Aarakocra stand about 5' high but they have a wing span of 20'. Their wings/arms are built somewhat like those of a pterodactyl, with a hand half-way along each leading edge. The wing-section beyond the hand has as its leading edge an extremely lengthened and strengthened outer finger which locks in place during flight. The wing-hands cannot grasp while in flight, but when the bird-man is on the ground and the wings are folded back, the hands are nearly as useful as normal human hands. Each hand consists of three normal-sized fingers and an opposable thumb.

The bird-man's mighty wing muscles are anchored in a bony keel which projects forward from the chest a full foot beyond the normal extent of a human chest. The legs are powerful, with 'backward-bending' knees and dangerous-looking talons on the feet. The feet are actually more dangerous than they appear: the talons can unlock and fold back, uncovering a pair of fully-functional hands, each with three tough, powerful fingers and a thumb.

It is these nether 'hands' that the bird-man employs in aerial combat, either using the talons alone or clutching heavy fletched javelins, used for stabbing or for throwing. Each feathered warrior usually carries half a dozen of these javelins, which do 2-8 hit points of damage each, strapped to its chest in individual sheaths. Aarakocra are remarkably adept at flinging these javelins while in the air, incurring none of the 'to hit' penalties used in aerial missile fire.

Their most devastating form of attack is to dive upon a victim with a javelin in each nether hand, building up great speed. The bird-man pulls out of the dive just as it reaches its target and snaps the javelins forward into its prey with great force and accuracy, meanwhile emitting a blood-curdling shriek. Such attacks are at +4 hit probability and do double damage if successful, but the aarakocra needs at least 200' of dive to perform them properly.

Aarakocra share with eagles the ability to plummet a great distance vertically downwards and pull out at the last moment. For the purposes of aerial combat, they are manoeuvrability class C. Rather than fling it away, a bird-man will save its last javelin for stabbing purposes in battle.

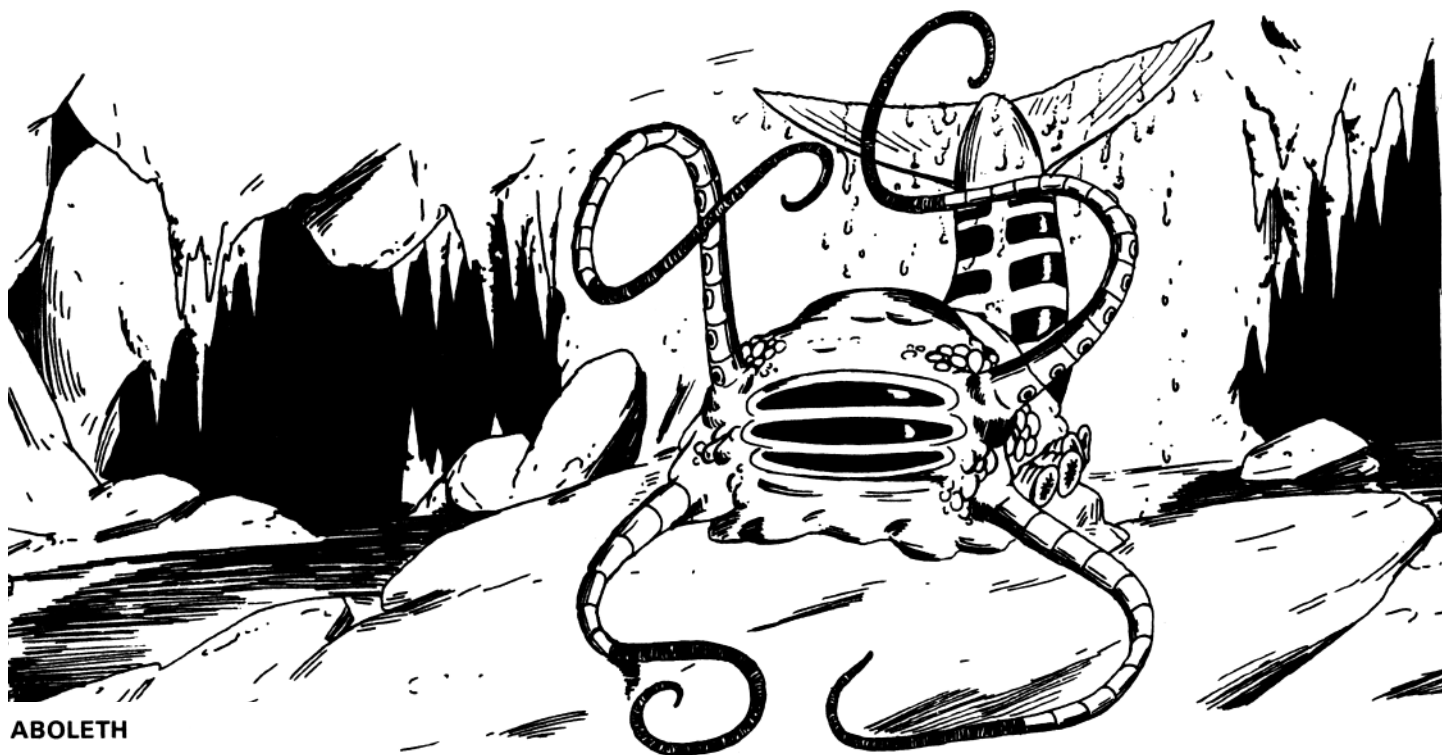
The aarakocra are oviparous and the females tend the eggs during their 8-month incubation period. It is these temporarily nest-bound females which fabricate all the javelins, tools and other small items the tribe uses (the males do no work other than hunting). The females also weave the brilliant feathered banners and pennants which fly above the tribal nest and mark out their territory (each tribe has a unique, highly individual design). The sight of an aarakocra weaving is said to be impressive, as they do so while resting on their backs and using all four hands at the same time. Individually, their hands are not as dextrous as those of a human, but the extra pair more than compensates for this.

Aarakocra speak their own language and that of the giant eagles, with which they are on mutually respectful terms. 10% of aarakocra also speak the common tongue. They get on very well with all forms of air elemental, and any five aarakocra can summon an air elemental by chanting and flying through an intricate aerial dance (this takes three melee rounds). The air elemental will comply with the bird-men's requests as a favour, but will not fight to the death on their behalf, returning to its own plane (if it can) before such an eventuality could occur. The bird-men are known to have tribal shamans.

Colour of plumage among the aarakocra varies from tribe to tribe, but the males are always crested and gaudier than the females. This is especially true during the once-yearly mating season when the plumage of the males shows up in particularly striking fashion. Their beaks are about 5" long, grey-black and in shape somewhat between that of a parrot and an eagle. The beak can deliver a nasty bite (1-3 hit points of damage) but is rarely used for fighting unless the bird-man is trapped on the ground. Their faces are in no way similar to human faces, though their eyes are set frontally on the head to provide binocular vision, and in fact their sight is so keen that they can distinguish detail at considerable distances. Though they are powerful, they are also light - an adult weight is typically in the range 50-80 pounds - and are unwilling to become involved in ground melee or fights which could result in grappling, since their hollow bones are quite fragile and could break if, for instance, a bird-man is thrown heavily to the ground. The aarakocra are extremely susceptible to claustrophobia. Such is their fear of being closed in that they will not even enter buildings, and only a mad or insanely-desperate bird-man would venture below ground.

Aarakocra can carry up to 1,500 g.p. weight (150 pounds) each.





ABOLETH

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 3"/18"
 HIT DICE: 8
 % IN LAIR: 20%
 TREASURE TYPE: F
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-6(x4)
 SPECIAL ATTACKS:
 See description

SPECIAL DEFENSES: Slime
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 SIZE: L
 PSIONIC ABILITY: 250
 Attack/Defense Modes:
 C,D,E/G,I,J
 LEVEL/X.P. VALUE:
 VII/1275 + 10/hp

The aboleth is an amphibious creature that dwells in underground lakes and caverns. Intelligent, it hates most land-going life and seeks methods to enslave or destroy the beings of the surface world. The race is extremely long-lived and has collected a great deal of knowledge more ancient than man. It is perhaps better that men do not know these ancient secrets, for these are rumored to be more horrible and foul than could be thought possible.

An aboleth has a slime covered fish-like body with a large fluke-like tail which propels it through the water. It is a blue-green mottled gray in color with a pinkish tan belly. It has blue-black slime-producing organs on either side. Set in its head are 3 long, slit-like, purple-red eyes, one above the other. Over the eyes are protective ridges. Four 10-foot long tentacles grow from the top of its head, and its toothless mouth is located on the underside. On land, an aboleth pulls its obscene mass about with its 4 tentacles.

In combat the aboleth attacks with its 4 tentacles for 1-6 points of damage each. Any creature struck by its tentacles must save vs. spells or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a *cure disease* spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-12 points of damage each turn because of intense pain. A *cure serious wounds* spell will change the membrane back to normal skin.

The aboleth is highly intelligent and can create very realistic illusions with audible and visual components if it concentrates and does nothing else. It can also try to enslave other creatures 3 times per day. This ability can be used only against a single creature up to 30 feet away. The victim must save vs. spells or be filled with desire to serve the aboleth. Enslaved creatures will not fight for the aboleth but will attempt to follow any other telepathic commands. If an enslaved character is separated from the aboleth by more than a mile, a new saving throw may be made each day. This charm can be broken by *remove curse* or *dispel magic* spells or the death of the enslaving aboleth.

In water, an aboleth will secrete a cloud of mucus a distance of 1 foot all around its body. Any creature drawn into the mucus must save vs. poison or it will inhale the stuff and be unable to breathe air, suffocating in 2-12 rounds if it tries to breathe. However, the aboleth uses its mucus to give its slaves the power to breathe water. Thus, its slaves will have the ability to breathe water, as a *potion of water breathing*, for 1-3 hours. The mucus may be dissolved by soap or wine.

There are reports of huge underwater cities built by the aboleths and those they enslaved. But these reports, along with the stories of their vast stores of knowledge, have never been proven.

Aboleth

From a human point of view, this sinister and mysterious race is doubtless the most alien underground culture. The aboleth's actions are nearly always calculated to advance the position of their race with no regard for the welfare of any other. Coldly ruthless, they are not interested in torture because it serves no rational purpose, but quickly kill any creature that does not seem likely to serve as a useful slave.

The aboleth intend to eventually gain complete control over the realms of the underworld. Since they are most effective in water, the aboleth are first attempting to hold sway over all underground lakes, rivers, and seas. Their growing power is one of the main reasons for the waning of the kuo-toan race.

The aboleth occasionally enter into obscene pacts with the mind flayers, always to the detriment of some other hapless race. There is little doubt, however, that the illithid will also be exterminated when their time comes. For now, the aboleth use them as a convenient tool to further their own aims.

The aboleth are not known to worship any god. There are, however, huge and loathsome examples of the species that command the deep respect of the other aboleth. Each aboleth city has from one to six of these bloated and disgusting creatures. These greater aboleth can be up to four times the size and Hit Dice of a normal aboleth. They are the repositories of the vast alien knowledge collected by the race.

The society of the aboleth is well ordered, with the position of each individual rigidly defined. Numerous slaves populate aboleth cities and are only casually guarded since the cities are usually so remote that escape is impossible.

ACHAIERAI

FREQUENCY: *Very rare*

NO. APPEARING: 1-8

ARMOUR CLASS:

Body 8; Legs -1

MOVE: 18"

HIT DICE: *Body 40 hits points;*
legs 15 hit points each

% IN LAIR: 5%

TREASURE TYPE: F

NO. OF ATTACKS: 3

DAMAGE/ATTACK:

*1-8/1-8/1-10*SPECIAL ATTACKS: *Nil*

SPECIAL DEFENCES:

Toxic Smoke

MAGIC RESISTANCE: 35%

INTELLIGENCE: *Average*ALIGNMENT: *Chaotic evil*

SIZE: L (15' tall)

PSIONIC ABILITY: *Nil**Attack/Defence Modes: Nil*

LEVEL/X.P. VALUE: VII/1,300 + 14 per hit points = 2,700



Though the foul motives which caused these loathsome birds to be first summoned from the infernal regions are now lost from memory, remnants of the original achaierai flock still stalk the earth, haunting shadowy places and underground passages. In form they consist of a huge spherical head-body, with a powerful beak and feathery crest, atop four long legs ending in strong claws. Man-sized opponents cannot usually attack the soft body but can only reach the hard, metallic legs. Likewise it will not usually be able to reach a victim with its beak and will therefore fight with two claws, doing 1-8 hit points of damage each.

A beak attack, when this is possible, will have the hit probability of a 9-dice monster, while the claws attack with the hit probability of a 4-dice monster in all cases. If a beak attack is delivered, it will inflict 1-10 hit points of damage on the victim.

The achaierai often travel in groups and, though a group need never check morale, each individual bird will try to flee if it loses a leg (a total of 15 hit points of damage or more on a particular leg will break it from the body). Though flightless (the rudimentary wings are scarcely visible and will not support flight), a bird often eludes pursuers with its long strides. Its movement rate is unaffected by the loss of a single leg, but the loss of two legs halves movement rate. An injured leg will regenerate fully in about two days but the birds do not possess other regenerative powers and a leg which has been completely lost will not be re-grown.

If a bird loses three legs, or is otherwise seriously wounded, it will release a cloud of black toxic smoke which in shape and size approximates to a sphere of 10' radius. All within the cloud (except achaierai) take 2-12 hit points of damage automatically and must save against poison or suffer insanity for 3 hours (treat as the Druidic *feeblemind* spell of limited duration). In the confusion the wounded bird will seek to escape, crawling if three legs have been lost at a 2" movement rate.

Description: The legs are a metallic blue-grey, the body-head a dull scarlet with deep red blotches. The eyes are steel-blue and the wings blue-green. A wide range of crest colours have been observed, the most common being a bright flame-red.

ADHERER

FREQUENCY: *Rare*

NO. APPEARING: 1-4

ARMOUR CLASS: 3

MOVE: 9"

HIT DICE: 4

% IN LAIR: 20%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: *Adhesion**- see below*SPECIAL DEFENCES: *See below*MAGIC RESISTANCE: *See below*INTELLIGENCE: *Semi-*ALIGNMENT: *Lawful evil*

SIZE: M

PSIONIC ABILITY: *Nil**Attack/Defence Modes: Nil*

LEVEL/X.P. VALUE:

III/150 + 4 per hit point

This curious creature bears a close resemblance to a mummy — man-sized and with loose folds of dirty white skin which appear on first sight to be a mummy's bandages. Coincidentally, the creature is just as vulnerable to fire as is a mummy due to a resinous solvent in its body fluids. (See **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** — *Mummy*). It is immune to all first-level magic-user spells except *magic missile* which causes it 3-18 hit points of damage per missile.

The creature's skin constantly exudes a sour-smelling glue-like substance with very powerful adhesive properties; any material except stone will adhere to it and only fire, boiling water or the creature's own voluntary secretions will break the adhesion. Thus any weapon which hits the beast will adhere to it (and only deliver half damage). Similarly the creature will stick to any character it hits with its two-handed flailing fist attack (which also inflicts 1-3 hit points of damage on the victim); its favourite tactic is to bind up an opponent in this fashion and use him as an involuntary shield.

The adhesive properties of the secretion wear off in 5-10 turns after the beast is killed.

Usually the adherer will catch its prey by waiting in ambush, camouflaging itself by rolling in dirt, sticks, and leaves and then artfully arranging larger pieces of debris to conceal its form. Any prey (regardless of size) passing near its 'hideout' will trigger its attack response and the adherer will pounce on the closest target, attempting to hit and to cling with bulldog-like tenacity until the prey expires. However, if it is spotted and attacked before any potential prey has come into pouncing range (with missile fire, or sometimes even loud noises), it will become confused and beat a hasty retreat.

Boiling water (or boiling liquid of other types) will cause the adherer 1-3 hit points of damage if a sizeable quantity is thrown over the beast (the contents of a large bucket would just suffice if thrown from close enough to minimise 'spread') and this will inhibit its adhesive properties for the subsequent melee round.

The adherer's taste for prey is wide-ranging and it will usually attack, given a suitable opportunity. The only exception to this is the spider — the adherer will never attack a spider of whatever variety and sometimes it has been known to co-operate with them in trapping prey.

Despite its appearance, the adherer is not an undead creature.

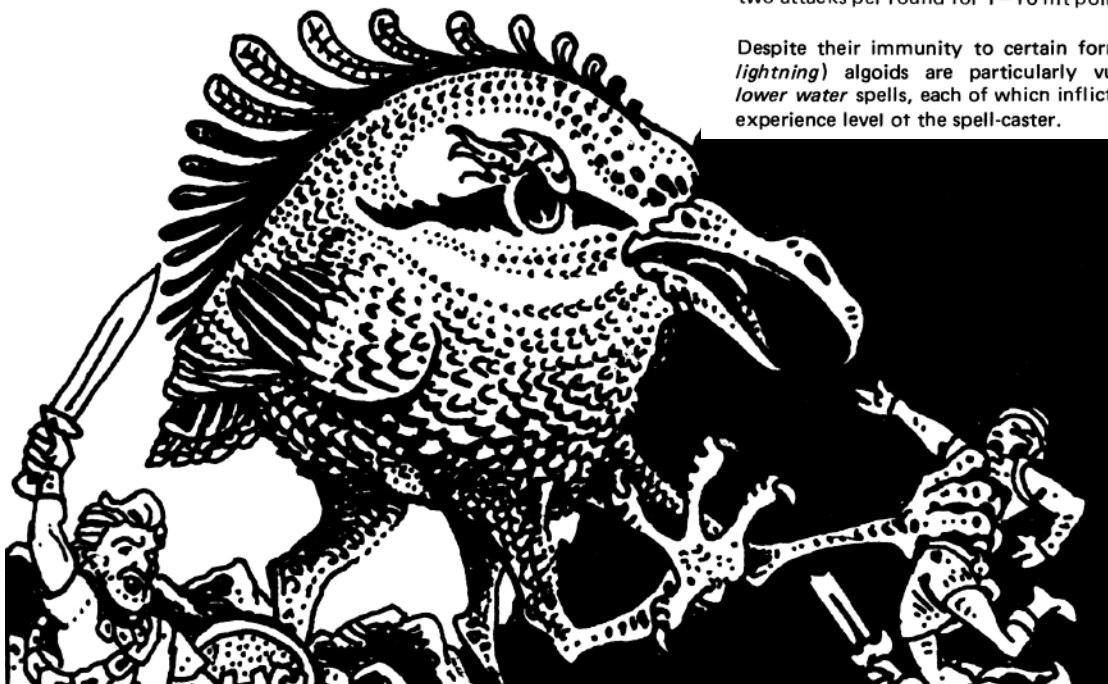
AFANC

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: //15" (see below)
 HIT DICE: 15
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: 5-20 or
 3-12/3-12
 SPECIAL ATTACKS: Whirlpool
 (see below)
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral (evil)
 SIZE: L (50' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VIII/4000 + 20/hp



The afanc is dreaded because of its ability to swim rapidly and cause a whirlpool. An afanc is generally found in shallow salt water, where it will be swimming leisurely, and it is then usually mistaken for a whale of some sort. While able to attack by bite (5-20) or by striking with its 2 flippers (for 1d12 each), the creature usually attacks surface prey by swimming rapidly around it in closing circles, starting 100 feet out and closing at 20 feet per round to 40 feet. From its usual 15" rate, the circling afanc propels itself at ever-faster speed, until a rate of as much as 30" or more is attained. This swimming creates a whirlpool of size and power sufficient to draw down a ship of small to small-medium size (up to 60 feet in length). Ships will be dragged to the bottom at a rate of 10 feet per round. It will avoid larger ships. As it takes some 5-8 rounds for the circling afanc to create the whirlpool, and because the monster must be at the surface to do so, concerted attack by spells and/or heavy missile fire might drive the creature off. Creatures dragged down are subject to attack as the afanc is 10% likely to submerge and try either some other mode of attack or seek easier prey. Of course, rafts, boats, and similar small craft (30 feet or less in length) are typically rushed, knocked so as to capsize, and the passengers consumed by the greedy beast.

An afanc appears similar to a cross between a whale and a great fish. The body is whale-like, but the head is more fish-like, and the tail is vertical. Its color is gray to blue-gray. These creatures are fishes, although they breathe both air and water.



ALGOID

FREQUENCY: *Very rare*
 NO. APPEARING: 1-6
 ARMOUR CLASS: 5
 MOVE: 6"
 HIT DICE: 5
 % IN LAIR: 20%
 TREASURE TYPE: D(x½)
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-10/1-10
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENCES: Immune
 to edged weapons of less
 than +2 bonus
 MAGIC RESISTANCE:
 Immune to fireballs and
 lightning; otherwise
 standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Chaotic neutral
 SIZE: M
 PSIONIC ABILITY: 101-120
 (and see below)
 Attack/Defence Modes: A
 LEVEL/X.P. VALUE:
 V/280 + 5 per hit point



This creature appears as a green humanoid with coarse, rough features. Its appearance is misleading, however — it is in fact a colony of algae which, assembled in this form, has developed some mobility and a rudimentary intelligence. Its form is only of a temporary nature.

It is immune to psionic attacks but can deliver one *mind blast* per day. It attacks otherwise with its powerful fists each of which can inflict 1-10 hit points of damage.

Edged weapons will pass through an algoid without doing any damage, unless they have a magical bonus of +2 or better in which case they inflict half normal damage. Blunt weapons — magical or otherwise — will do full damage.

The algoid has control over certain types of trees, similar to the control exerted over trees by the treant (see *ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL — Treant*). The types of tree over which the algoid has control are those which will be found near its normal habitat (swamp, lakeside pasture — at all events close to water of some kind whether stagnant or otherwise); thus it will be able to control two willows, water-oaks, cypresses or other similar varieties of tree. Trees thus controlled move at 3" rate and strike with two attacks per round for 1-10 hit points of damage each.

Despite their immunity to certain forms of magical attack (*fireball, lightning*) algoids are particularly vulnerable to *part water* and *lower water* spells, each of which inflict 1-6 hit points of damage per experience level of the spell-caster.

AL-MI'RAJ

FREQUENCY: *Very rare*
 NO. APPEARING: 2-20
 ARMOUR CLASS: 6
 MOVE: 18"
 HIT DICE: 1
 % IN LAIR: 5%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: S (3' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 I/10 + 1 per hit point



The al-mi'raj generally roams pastures and woodlands but is sometimes discovered in dungeons. Its lair is usually a small cave just below ground.

The creature resembles a large yellow hare with a long (1½'-2') black horn protruding forwards from the centre of its forehead, resembling that of a unicorn. In melee it will stab with its horn, its nimbleness giving the horn damage potential of a dagger (1-4 hit points of damage).

Its intellect is severely limited and its behaviour unpredictable — for instance it may well attack for no good reason. If it is captured alive when young, the beast shows a surprising aptitude for training and its fearlessness makes it a useful companion.

The al-mi'raj has a particularly acute sense of smell and sharp eyesight.

ANHKEG

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: Overall 2;
Underside 4
 MOVE: 12" (6")
 HIT DICE: 3-8
 % IN LAIR: 15%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18 (+ 1-4)
 SPECIAL ATTACKS: *Squirt acid*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non*
 ALIGNMENT: *Neutral*
 SIZE: L (10' to 20' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The anhkheg burrows through the earth like an earthworm preferring soil rich in minerals and organic matter. Thus it will usually be found in forests and choice agricultural land. This causes farmers great consternation, since the anhkheg likes to supplement its earthly diet of soil with a bit of fresh meat, human or otherwise. Since its mouth is not designed to rip and tear meat, its mandibles crush its prey and secrete a digestive enzyme causing an additional 1-4 points per turn until the prey is completely dissolved. If sorely pressed in battle it is able to squirt its digestive acids 30 feet once per six hours. However when it does this it cannot digest anything for the same length of time, so it usually will bite. A squirt of digestive acid causes 8-32 hit points of damage to the creature struck, half the amount if the creature makes its saving throw. The anhkheg's favorite method of attacking is lying 5-10 feet underneath the ground until its antenna detects a likely victim passing overhead. Then it burrows out directly underneath the prey and grabs it.

Description: The anhkheg has a chitinous shell which is brownish in color. Its underside is pinkish. The creature's eyes are glistening black.

ANNIS

FREQUENCY: *Very rare*
 NO APPEARING: 1-3
 ARMOR CLASS: 0
 MOVE: 15"
 HIT DICE: 7+3-12
 % IN LAIR: 20%
 TREASURE TYPE: D
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 2-9/2-9/3-9 (with strength
 bonus 9-16/9-16/3-9)
 SPECIAL ATTACKS: *Grappling*
 (see below)
 SPECIAL DEFENSES: 100% vs.
 illusion/phantasm magic only
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE:
 Low to exceptional
 ALIGNMENT: *Chaotic evil*
 SIZE: L (7½'-8' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1300 + 10/hp



The race of annis are relatives of the night hags (q.v) of the Lower Planes. Their appearance is similar to night hags, but annis are larger and more physically powerful. Annis dwell naturally upon the Prime Material Plane. These giantesses are particularly fond of human flesh; however, so voracious is their appetite, they will devour even so rank a beast as a stench kow. It is common for annis to dwell singly or in a small group, but these creatures have also been known to cooperate with such monsters as ogres, trolls, and evil giants for reasons of safety or better provisions, and occasional mixed communities have been encountered.

An annis typically attacks with her iron-like talons and teeth, inflicting horrible wounds. As the strength of an annis is equal to that of a hill giant (19), it will also tend to grapple with an opponent. If an annis succeeds in hitting one creature with all 3 of her attacks during the same round, the annis has automatically seized her opponent after inflicting damage, and the opponent is held fast. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim has some means of magical escape. Otherwise, the annis will continue to hold her grip and deliver damage with raking talons and gnawing fangs until the opponent is slain.

In addition to normal attacks, an annis has the spell-like ability to cast a *fog cloud* at an opponent. This will be done to confuse resistance or delay attack by a superior foe. For defense an annis has the spell-like power of *change self*, so she can appear as a large human, ogre, etc. Such powers are usable 1 at a time, 1 per round, twice each per day. They are cast at 8th level for purposes of determining spell range, duration, etc.

Because of the iron-hard skin of an annis, treat the monster as if she were clad in plate mail for purposes of adjusting weapons vs. armor types. In any event, when striking an annis, edged weapons will do -1 damage, and blunt ones +1. (Consider flails and morning stars as blunt weapons.)

Annis have normal infravision but superior hearing and sense of smell. They speak their own language, Ogre, common Giant, and a smattering of Common. Some of the most intelligent are able to speak various humanoid languages and are more fluent in Common.

An annis is a deep blue color, quite similar in complexion and visage to a night hag. Hair, teeth, and nails are glossy black. The eyes of an annis are usually dull, however, being greenish or yellow instead of the red of their night hag cousins. The tall body is thin, muscular, and wiry. The arms and legs are long and quick. Their garb is not unlike that of peasant women, but usually more tattered and filthy.

ANT, Giant

FREQUENCY: *Rare*
 NO. APPEARING: 1-100
 ARMOR CLASS: 3
 MOVE: 18"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: Q (×3), S
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Warriors have poison sting*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: S (2' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

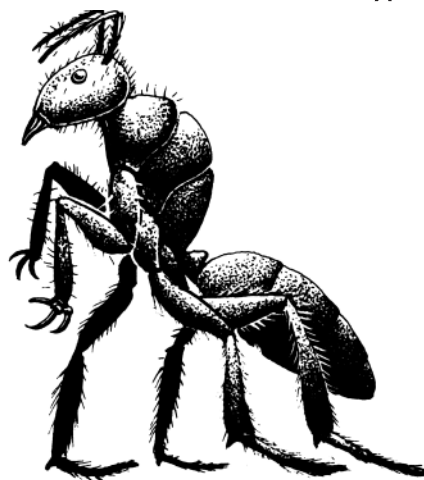


When giant ants are encountered it is 90% likely that they will simply be workers. If found in their lair (nest) there will be double the number rolled plus 1 warrior ant for every 5 workers. The warrior ant has 3 hit dice, does 2-8 hit points of damage with its mandibles, and if it hits with them it will also attempt to sting for 3-12 points of damage. If a sting hits, a saving throw versus poison must be made; if successful the victim takes only 1-4 hit points of damage. The queen ant has 10 hit dice, but she neither moves nor attacks. If she is killed the other ants will become confused (as if they were under the influence of that spell) for six melee rounds and then leave the nest. Treasure held by ants will be found in the chamber of the queen ant. The egg chamber will be guarded by 5-50 workers and 5 warriors. Giant ant eggs have no normal market value.

**FORMIAN (Centaur-ant)**

	Myrmarch	Warrior	Worker
FREQUENCY:	Very rare	Very rare	Rare
NO. APPEARING:	5-8	21-40	100-400
ARMOR CLASS:	1	2	3
MOVE:	15"	15"	18"
HIT DICE:	6+6	3+3	1+1
% IN LAIR:	100%	50%	20%
TREASURE TYPE:		Nil for all	
NO. OF ATTACKS:	2	4	1
DAMAGE/ATTACK:	2-8/1-2	1-6/1-4/1	1-4
SPECIAL ATTACKS:	Poison	Poison	Nil
SPECIAL DEFENSES:		Nil for all	
MAGIC RESISTANCE:		Standard for all	
INTELLIGENCE:	Exceptional	Low	Low
ALIGNMENT:		Lawful Neutral for all	
SIZE:	L	M	S
PSIONIC ABILITY:	Nil for all		
Attack/Defense Modes:		Nil/nil for all	
LEVEL/X.P. VALUE:	V	III	II
	400/+8/hp	150 +4/hp	20 +2/hp

The race of intelligent ant men, the formians, are sometimes called centaur-ants. They dwell in cities of above- and below-ground construction. At first glance, these odd habitations appear to be normal walled cities made by humans. However, the structures inside the smooth-walled enclosure are truncated cones, cylinders, or hemispheres and have entry only at the top or along the upper portion. The chambers in these structures have sloping ramps or vertical shafts leading downward to a complex of tunnels and chambers forming the underground portion of the city—always about 3 times larger than the upper part. Ninety per cent of encounters will be with formian workers, 10% with warriors. In either case, check for the probability of the encounter taking place within 1 mile of the formians' city ("in lair").



Workers (10-40) are only 10% likely to be accompanied by warriors. If warriors are indicated, then the group is a raiding party, probably involved in attacking another city or a giant termite nest.

Myrmarches are formian nobles and are encountered only in the cities of the centaur-ants. Each myrmarch will be served by 2 warrior guards and 8 workers. These 10 formians are in addition to those indicated by dice rolls.

There will also be the following special formians in a city: 2-5 gymarches (males) equal to myrmarches, but with 7+7 hit dice, and 1 queen (noncombatant). All of these special formians will be found in a special royal chamber complex on a level near the bottom of the underground city. There will be 1-4 myrmarches, 11-20 warriors, and 31-40 workers attending these special individuals. All the attendants are in addition to those normal individuals indicated by dice rolls. With these formians will be type A treasure.

In city complexes, there will be the following extra formians: 10 warriors per level below ground; 100 workers per level below ground; 200 slave workers per level below ground; 10 eggs (near royal chamber complex); 10 larvae (near royal chamber complex); 10 pupae (near royal chamber complex). Slaves are individuals of different colors. They will not attack, report, communicate with, support, or aid intruders. They are merely there. Formians whose nursery is threatened will fight fanatically to save it or bargain to prevent its destruction.

Attacks by myrmarches are made with their large mandibles and a stinger located in the abdomen. The poison causes 4-16 points of damage, or 2-8 if a saving throw is successful. Warriors attack with mandibles, 2 pincer-like foreleg claws, and a small sting causing poison damage of 2-8 or 1-4 points. Workers use only their small mandibles in attack. Formians communicate silently (telepathically) by touching the other individual with 1 or both of their antennae. Myrmarches and special formians are 75% likely to be able to speak Common, although with a limited vocabulary. All formians are strong. Workers have the equivalent of 22 strength points, warriors have 23, and myrmarches have 24.

The formian worker is about the size of a large dog, the warrior is pony-sized, and the myrmarches are horse-sized. Gymarches are as large as draft horses and the queen half again as large. All formians are ant-like, but their waists are flexible and they often go about on 4 legs with thorax and head raised. Thus, they resemble centaur-ants. The forelegs are jointed at the wrist and have 3 opposing claws. In workers these claws are clumsy and in warriors enlarged, but in the others they are nearly as useful as human hands. The color of the formian indicates its city of origin. Each city continually wars with any other nearby. The colors known are: solid dark brown, striped brown and tan, tan, red, striped red and tan, red head with black body, black head with red body, black, striped black and gray, and dark gray.

ANT LION

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 9" (1" in loose soil)
 HIT DICE: 8
 % IN LAIR: 95%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/575 + 10/hp



Giant ant lions are huge insects inhabiting areas of sand and gravel where giant ants and similar large insects are common. Typical habitats are desert fringes, badlands, and areas of rocky terrain. There the ant lions dig tapering pits of about 60 feet in diameter. The pits will look like a cave or lair entrance 50% of the time. Any creature entering these funnel-shaped traps will be 50% likely each round to slip and slide down the loose sides and land at the bottom. Lurking there is the ant lion. It will burst out of the covering of loose sand, gravel, and stones beneath which it has buried itself and attack the victim with its huge mandibles. A hit indicates the ant lion has closed its jaws and will not release its prey until it or the prey is dead. Thus, each round after the initial hit, the ant lion will inflict 5-20 points of damage automatically. Although ant lions do not collect treasure, there is a 30% chance that there will be 1-4 of the following items in the monster's lair from previous kills:

1-6	10-40 gp
7-10	5-20 pp
11-13	shield*
14-17	metal weapon*
18-19	jewelry*
20	miscellaneous item*

*10% chance that item will be magical. If so, roll on appropriate table in DUNGEON MASTER'S GUIDE or assign an item of relatively low value.

Ant lions devour 1 or more giant insects each day, carrying the remains away and concealing them. Thus it is possible to encounter one outside its pit.

APE, (Gorilla)

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 4 + 1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-6
 SPECIAL ATTACKS: Rending
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: M (6' tall, broad)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

The typical ape is found only in lonely tropical forest regions. It is non-aggressive and shy, but if threatened or cornered will fight fiercely. If it scores hits with both of its hands it does an additional 1-6 points grabbing and rending its opponent.

APE, Carnivorous

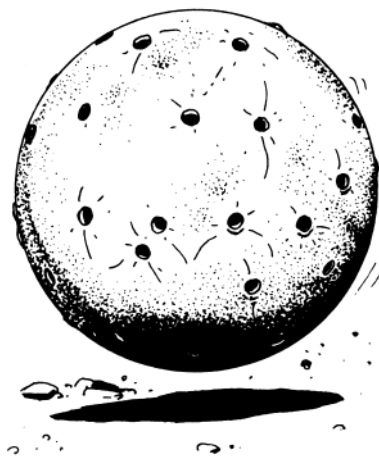
FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 5
 % IN LAIR: 10%
 TREASURE TYPE: C
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-8
 SPECIAL ATTACKS: Rending
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low (upper)
 ALIGNMENT: Neutral
 SIZE: L (7' +, very broad)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



The carnivorous ape is a larger, stronger and very aggressive relative of the gorilla. This beast has fair intelligence (IQ 70+) and is very cunning. It hungers particularly for human flesh. The eyesight of the ape is keen, as is its hearing and sense of smell, so it is surprised only on a roll of 1. If it strikes its opponent with both hands the ape does an additional 1-8 hit points of rending damage.

ASCOMOID

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12" (see below)
 HIT DICE: 6+6
 % IN LAIR: 40%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 point/1' cloud diameter
 SPECIAL ATTACKS: Spore jet
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Unratable
 ALIGNMENT: Neutral (evil)
 SIZE: L (5'-10' diameter)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: VII/775
 +8/hp



Ascomoids are huge puffball-like fungi with very thick, leathery skin. They move by rolling. At first movement is slow—3" for one round, 6" the next, then 9", then finally 12"—but they can keep it up for hours without tiring. The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores. Ascomoids attack by rolling into or over opponents. Small and medium-sized opponents are knocked down and must rise during the next round or remain prone. Ascomoids also use their spore jets to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (5-20). The creature(s) under attack must save vs. poison or die from infection in its (their) internal systems in 1-4 rounds. Even those saving are blinded and choked to such an extent that they will require 1-4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them are at +4 with no shield or dexterity bonuses allowed.

Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears over 6 feet long, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Similarly, blunt weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage; and magical attacks, such as magic missiles, fireballs, and lightning, etc., are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) As these fungi have no minds by ordinary standards, all spells affecting the brain (*charm*, *ESP*, etc.), unless specific to plants, are useless.

ASPIS

	Drone	Larva	Cow
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	2-20	3-30	1
ARMOR CLASS:	3(2)	6	7
MOVE:	15"	1"/6"	3"
HIT DICE:	6	2-5	10
% IN LAIR:	30%	90%	95%
TREASURE TYPE:	F	Nil	Nil
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4/1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSE:	See below	Immune to acid	See below
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Very	Non-	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	S	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	V/300 +6/hp	2 HD = II/28 +2/hp 3 HD = II/50 +3/hp 4 HD = III/85 +4/hp 5 HD = III/130 +5/hp	VII/1350 +14/hp

Considered mysterious by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larvae and cows is only rumor. These must exist, however, as they are necessary for the survival of the race.

Cow: Unlike other larvae who metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10-15 feet in length.

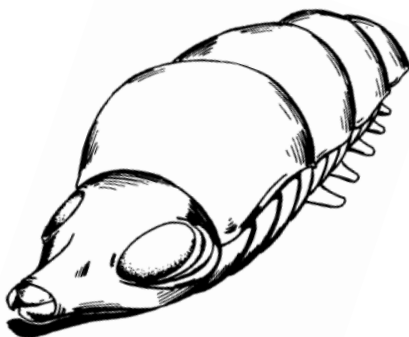
Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky, acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4 feet high and will be well-defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only 1 cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Larvae: Aspis larvae are the offspring of the nest. Ranging anywhere from 1½-3 feet in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones, which are usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select 1 larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Drone: Aspis drones are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows and can fashion items they need with skill. Although they prefer to travel on all 6 legs, in combat they will stand on their hind legs, using the other 4 to wield 2 weapons and 2 shields (making their armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take half-damage from fire-based attacks. Aspis drones speak their own language and 5% will be able to speak Common. They do not have a written language per se but may communicate by using subtle scents and perfumes.

Drones are 6 feet long and look like giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.



ATOMIE

FREQUENCY:	Rare
NO. APPEARING:	30-120
ARMOR CLASS:	4
MOVE:	12"/24" (MC: A)
HIT DICE:	1/2
% IN LAIR:	35%
TREASURE TYPE:	M, Q, C (magic)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon type (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
INTELLIGENCE:	Average to very
ALIGNMENT:	Chaotic neutral (good)
SIZE:	S (1' tall)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	11/40 + 1/hp



The smallest of sprites, atomies are found only in secluded glens. Being nocturnal, the atomies issue forth at night to gather food, frolic, and otherwise follow the pursuits common to such folk. They are sometimes (20%) found in company with grigs (q.v.). Atomies dwell in great trees, verdant banks, and similar abodes. There they build arboreal balconies, comfortable chambers in hollow trunks, underground halls and chambers, and so forth.

Atomies are nimble and fast, and they can dart in for an attack with spear or sword almost before an opponent realizes it. Thus they gain 1 on initiative die rolls. They attack as 3rd-level fighters. Typical weapons are small crossbows (20%) with a 3" range and 1-3 points of damage, small spears (60%) doing 1-4 points of damage when thrust or thrown (double when used in diving or charging flight), and small swords (40%) equal to a knife doing 1-3 points damage.

Atomies have the following spell-like powers, usable at will 1 at a time, 1 per round, at 5th-level ability: *blink*, *invisibility*, *pass plant*, *speak with animals*, *summon insects*.

Atomies are 90% likely to surprise and only 10% likely to be surprised. Their hearing is double human norm, and they have infravision and ultravision of double normal range (120 feet). In addition to their own language, a dialect of Sprite, they speak Pixie and a smattering of Common.

Atomies are very thin and have long arms, legs, and fingers. Their heads are long also, as are their narrow ears. Their features are pointy but quite attractive when compared to others of their type, such as sprites, pixies, and grigs.

AURUMVORAX

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 9" (3")
 HIT DICE: 12
 % IN LAIR: 30%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VIII/2700 + 16/hp



The aurumvorax, or golden gorger, is mean, vicious, and always hungry. It dwells in open or lightly-forested areas. Despite its small, badger-like size (1½ feet tall, 3 feet long) and shape, it weighs over 500 pounds, as its flesh is very dense. When attacking, it scuttles forth from its burrow, locks its teeth into the victim, and brings 2-8 of its clawed legs into play. Once it bites successfully for 2-8 points, the aurumvorax holds on. On each succeeding round it automatically inflicts 8 points of biting damage, and it has 2-8 additional clawing attacks which inflict 1-6 points of damage when they hit. Dexterity of the opponents is negated for computation of armor class in this case. Only death will unlock its jaws. The attack from a concealed den enables the monster to surprise 50% of the time.

Due to its very dense and heavy hide and bones, the aurumvorax takes only half damage from blunt weapons. It is immune to damage from small, normal fires; large, magical fires cause only half normal damage. Poisons and gases do not harm the monster at all. Prey dragged into the lair might have had treasure, and typical items could be mixed with bones and other remains therein.

An aurumvorax has a golden coat, often as shining and bright as real gold. Its 8 legs are tipped with copper-colored claws. The creature has coppery teeth as well. Its whiskers and mane guard hairs are a tawny bronze color, and its eyes are silvery with golden pupils.

AXE BEAK

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 18"
 HIT DICE: 3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/2-8
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L (7' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Axe beaks are prehistoric carnivorous flightless birds. They are very fast runners and aggressively hunt during daylight. An axe beak resembles an ostrich in its lower portions, with a strong neck and a heavy, sharp beak.

**BABBLER**

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOUR CLASS: 6
 MOVE: 6" or 12" (see below)
 HIT DICE: 5
 % IN LAIR: 15%
 TREASURE TYPE: B
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average but
 high cunning
 ALIGNMENT: Chaotic evil
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 III/130 + 5 per hit point



Weird mutations of lizard men, babblers are large ponderous marsh-dwellers, known as marsh-gibberers to native tribes dwelling near their swamp habitat. Their predominant colour is a dirty yellow, though their undersides are grey. Mottled grey patches create weird designs on their muscular bodies. In form, the babbler resembles a small gorgosaurus with a flexible, tough tail employed to keep the creature stable in erect movement.

Normal movement is a surprisingly fast (12" rate) slither on its stomach, but in melee the babbler must stand erect, in which posture its movement rate is reduced to 6", in order to use its two foreclaws (1-6 hit points of damage each) and its bite (1-8 hit points of damage). It has a particularly large mouth, filled with rows of sharp teeth.

When moving on its belly the babbler is difficult to detect (25% chance) but animals will smell it some distance away. If it is undetected in approach it can strike from behind as a 4th level thief, doing double damage and gaining a bonus of +4 on the 'to hit' roll.

The babbler is particularly fond of human flesh and will attack humans unless outnumbered by more than two to one. Raiding parties of marsh-dwelling lizard men have been observed to be led by one, two or even three babblers in an evil quest for human flesh.

The babbler communicates with its kind in a quasi-lingual babbling tongue which defies efforts at analysis and learning by humans. It can understand the common tongue in a rudimentary fashion.



BABOON

FREQUENCY: *Common*
 NO. APPEARING: 10-40
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 1 + 1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Climbing*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: S (4' + tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Baboons are basically herbivorous, group animals. The tribe will be led by 2-8 large males (+1 hit point damage on attacks). Half of the tribe will be young which will not attack. If the home territory of a tribe is invaded the baboons will attempt to drive the invaders off, but it is 90% likely that the tribe will flee if faced by determined resistance.

BADGER

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-5
 ARMOR CLASS: 4
 MOVE: 6" (3")
 HIT DICE: 1 + 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-2/1-2/1-3
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These burrowing animals are typically solitary. Their speed accounts for their high armor class rating. They are fierce fighters and will staunchly defend their territory. If more than 1 is encountered it will be a mated pair (and young). The pelt of the badger is typically sold for from 10-30 gold pieces.

Giant Badger: There is a very rare variety of badger which grow to twice the size of the normal sort: Hit dice: 3; 1-3/1-3/1-6; Size: M. They are otherwise identical.

BAKU

FREQUENCY: *Rare (very rare)*
 NO. APPEARING: 1 (2-5)
 ARMOR CLASS: -2
 MOVE: 21"
 HIT DICE: 12+12
 % IN LAIR: 0
 TREASURE TYPE: *Nil*
 (See below)
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 3-18/2-12/2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Exceptional to
 genius
 ALIGNMENT: *Neutral good*
 SIZE: L (9' or taller at shoulder)
 PSIONIC ABILITY: 180 +2-24
 Attack/Defense Modes:
 B,E/F,G,I
 LEVEL/X.P. VALUE:
 VIII/4900 +18/hp



The elephant-like baku are seldom seen in the wild, for most move invisibly through the communities of man. On the Prime Material Plane, Baku prefer dwelling in semitropical forests, where groups of 2-5 will sometimes be encountered. Baku hate evil and abandon their usual timid and peace-loving natures to combat malicious monsters. In this aspect, they secretly dwell amongst humankind and serve its interests. Their true home is the Upper Outer Planes of Neutral. Despite size and bulk, a baku can move rapidly. Attack is by means of a goring butt and two stomping attacks with the forelegs, the latter possible only against opponents of man-size (or under 6 feet in height if fourlegged). A baku can hold simple devices such as weapons or wands in its short, prehensile trunk, so a baku will often have some magic weapon or device when attacking.

Baku have the power to become invisible at will and to remain thus until some action breaks the dweomer. Baku can become ethereal and travel in this mode. They can also travel astrally. They have the following psionic powers: 12th-level *animal telepathy*, 6th-level *body control*, *body equilibrium*, 12th-level *fighter cell adjustment*, 12th-level *detection of good or evil*, 12th level *reduction*, and *shape alteration*.

The trumpeting roar of a baku causes all Evil creatures within a 4" radius to take 1-8 points of damage and make a saving throw vs. paralyzation or flee in panic as if affected by a *fear* spell from a 12th-level magic-user. Baku can roar like this only once every 4 melee rounds.

Baku have elephant-like heads with a trunk of only 4 feet or so in length. A pair of upwards thrusting tusks jut from the lower jaw, curving slightly backwards. The forelegs are stout and rhino-like, while the rear legs are rather leonine. The body is draconian, terminating in a shortish tail. The back is scaled with horny plates.

BALUCHITHERIUM

FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 14
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L (20' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

This creature is a prehistoric ancestor of the rhinoceros. It is a huge herbivorous mammal with a tendency to charge at anything nearby in order to trample it. If two are encountered they will be a mated pair, if three are encountered the third will be a young baluchitherium (roll percentile dice to determine size).



BANDERLOG

FREQUENCY: Very rare
 NO. APPEARING: 4-24
 ARMOR CLASS: 6
 MOVE: 6" @ 12"
 HIT DICE: 4
 % IN LAIR: 15%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-5
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: III/60+4/hp



The banderlog are intelligent baboon-like primates which are found only in tropical or subtropical forests. They live in tribal groups. Ninety-five percent of the time the banderlog have no possessions. However, on rare occasions they will find a piece of jewelry or some other valuable item and keep it.

These baboon-like creatures typically dwell amongst palms and use coconuts or rutch-plant globes (q.v.) as missile weapons. The coconuts cause 2-5 points damage and have a 30-foot range. At close quarters, they deliver biting attacks with their long canine teeth, causing 2-5 points of damage.

Banderlog are always led by one or more large males with 6-8 hit points per die. Banderlog are green-skinned with brownish fur. They have a simple language of their own.

BARGHEST

FREQUENCY: Very rare
 NO. APPEARING: 1-2 (1)
 ARMOR CLASS: 2 to -4
 MOVE: 15"
 HIT DICE: 6+6 to 12+12
 % IN LAIR: Nil
 TREASURE TYPE: See below
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-8
 number of hit dice as +hp
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 5% /hit
 dice (ignore pluses)
 INTELLIGENCE: High to genius
 ALIGNMENT: Evil (lawful)
 SIZE: M to L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 6+6 HD = VII/1275 + 10/hp
 7+7 HD = VII/2000 + 12/hp
 8+8 HD = VIII/3450 + 14/hp
 9+9 HD = VIII/3600 + 14/hp
 10+10 HD = IX/6100 + 16/hp
 11+11 HD = IX/6250 + 16/hp
 12+12 HD = IX/7300 + 18/hp



Of the various monsters inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the most fearsome. These beings tend to live in isolation even from one another, each having its own stronghold and force of servitors and ruling despotically. At times, however, a barghest will spawn, and its litter of 6 will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must feed upon the lives of men. Barghest whelps will be found alone or in pairs on the Prime Material Plane, generally living near isolated com-

Barghests are able to assume the forms of large war or wild dogs at will. They are at times known as devil-dogs, a misnomer. Their natural shape is very much the same as that of a large goblin, and when barghests dwell amongst goblins, they retain their normal form. While goblins recognize and worship barghests, other races find them to be virtually indistinguishable from these goblins. Their goblin hosts fear and serve barghests, going to great lengths to bring them human sacrifices. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts.

When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 (1d8) +6 hit dice. For each energy level of human life whelps slay and devour, they gain 1 hit point; 8 such levels effectively give them another hit die and an additional hit point per die. (Zero level humans gain barghests only one-half an energy level, so they are less desirable prey than are exceptional persons.) Likewise, as hit dice are gained, the barghest also becomes more powerful. Its armor class increases by 1 place with each additional hit die, and its strength grows from an initial 18/00 to 24; damage increases accordingly, as does magic resistance and intelligence. When a barghest eventually attains full growth and power, it is able to shift itself to the Planes of Gehenna, where it will search out its own reeking valley rift.

What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling on the Prime Material Plane, however, they possess none personally.

Barghests are able to perform the following spell-like magic, 1 operation per round, at will: *shape change* to canine/goblin-like form, *change self*, *levitation*, *misdirection*, *projected image*. Once per day the following spell-like powers can be employed: *charm* (person or monster), *dimension door*, *emotion*.

When in its canine form, a barghest is able to move at double its normal movement rate (30" maximum), pass without trace, and become 75% likely to be unnoticed when motionless so that it can surprise opponents 50% of the time (3 in 6).

These creatures are hit only by +1 or better magic weapons. Barghests are not particularly vulnerable to any attack form, but, if in their canine shape, they take the risk of failing to save vs. a magical fire attack such as a *fireball*, *flame strike*, or *meteor swarm*. Fire does absolutely no damage to barghests, but if they fail to save against such an attack while in canine form they are hurled back to their own plane. Weaker barghests returning thus are most likely to be slain or enslaved by their more powerful fellows. Even if they are not so treated, they cannot return to the Prime Material Plane without some form of outside assistance.

As already noted, the barghest in its whelp stages appears much the same as a goblin of large size, although as it grows larger and stronger, there is a darkening of skin from yellow toward a bluish red. Its adult skin color is blue. The eyes of the barghest are glowing orange when it is excited, but otherwise they are indistinguishable from those of a goblin. Their canine forms can be those of any typical large dogs, and in these forms it is almost (95%) impossible to tell them from normal dogs, except that other dogs will fear and hate them, attacking at every opportunity.

BARKBURR

FREQUENCY: Rare
 NO. APPEARING: 1-5
 ARMOR CLASS: See below
 MOVE: See below
 HIT DICE: 2-6
 % IN LAIR: 100%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 point
 SPECIAL ATTACKS:
 Lignification
 SPECIAL DEFENSES: Immune
 to certain spells (see below)
 MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (2-3' across)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1 HD = II/45 + 1/hp
 2 HD = III/65 + 2/hp
 3 HD = III/90 + 3/hp
 4 HD = III/125 + 4/hp
 5 HD = IV/165 + 5/hp
 6 HD = V/275 + 6/hp

Barkburrs: Barkburrs are a form of animated plant that arise spontaneously within a wood or forest in order to defend it. They are anatomically similar to limpets, having a very hard, woody carapace (armor class 0) which shields a soft woody interior (armor class 8).

They will always be encountered in their lair, which will consist of 1 or more oddly shaped trees (the metamorphosed remains of past victims; see below). The barkburrs attach themselves to a tree where they are very hard to distinguish from ordinary burrs. Only druids and rangers have any chance of recognizing a barkburr for what it is (4% chance plus 1% per level). Such lairs will normally be on paths through a wood where travellers are likely to pass.

Barkburrs are extremely sensitive to actions which conflict with the interests of the forest they live in and are capable of detecting such an act (basically anything which a druid would find abhorrent) occurring within a radius of 1 mile. They will attack any humanoid creature coming within 20 feet if it has performed such an act within a radius of 1 mile and/or if its alignment includes an evil component.

A barkburr attacks by leaping suddenly from the supporting tree towards its intended victim who may be up to 20 feet away. Because of its camouflage it will always gain surprise unless recognized. It will attempt to attach its soft underside to the victim's body and then insert a sharp, barbed tube (inflicting 1 point of damage). For determining the success or failure of this whole attack routine (which takes but a single round) it should be treated as a single attack by a 6 hit dice monster.

If the attack fails, the barkburr falls to the ground where it is practically helpless (see below). If the attack succeeds, in the next round the barkburr will begin to inject a lignifying poison into the victim. This injection will continue for up to 2 rounds plus 1 round for each of the barkburr's hit dice. Each round the victim must save vs. poison or lignification will set in. Lignification involves a rapid transformation of the victim into a small tree: feet become roots, body and legs the trunk, and head and arms branches. The transformation takes 1 turn, and once started it will not cease even if the barkburr is killed and/or removed. Most of the victim's equipment close to his body (clothes, armor, etc.) is enclosed by bark, but some (e.g., a sword, a shield or a ring) may remain hanging from a branch or be caught in the roots. Of the gear which is enclosed, all but magical items, gold, silver, platinum, and gems will be absorbed into the wood of the tree over a period of 2-7 hours.

A barkburr may be removed from its victim (before or after lignification has set in) by killing it, applying fire, or by force. Attacks on the barkburr are made against its armor class 0 carapace, and attacks which miss should be rolled again against the victim's armor class. The application of fire has a 15% cumulative chance per round of dislodging the barkburr, which takes only 1 point of fire damage per round from fire applied to the outer carapace, but the victim will take fire damage unless protected. It is not possible to remove a barkburr by pulling it directly away from the victim, but pulling or pushing it sideways will succeed if a roll of 5d10 is less than the total strength being applied. This latter method will inflict 1-10 points of damage on the character, if successful, as the barbed poison needle is torn out. A maximum of 3 people, including the victim, can act together to attempt to remove a barkburr in this way.

On the ground a barkburr is almost helpless; unable to leap from this position, it can only crawl at 1/2" and is easily flipped over to reveal its armor class 8 underside. Fire applied to the underside inflicts normal damage.

Since they have no minds as such, barkburrs are immune to spells such as *charm monster* or *sleep*.

Once lignification has set in the barkburr will cease injecting poison and use the victim as a platform from which to launch an attack on any other eligible victim within 20 feet. Note, however, that a barkburr is only capable of injecting poison for a total of 2 rounds plus 1 round per hit die each day. Note also that the poison is only effective if injected by a barkburr.

Once lignified, a creature begins a further transformation into a form which is safe from the point of view of the wood. This process takes as many days as the victim has levels or hit dice, and during this time the victim remains helpless in tree form (having armor class 10 and its original number of hit points). At the end of the period the victim either remains fixed in its tree form or undergoes a rapid metamorphosis into a woodland creature or a druid. The final form adopted is determined by rolling a percentile die and consulting the following table:

01-50=ordinary healthy tree (which grows to full size within 3 months)
 51-70=adult badger
 71-80=adult giant weasel
 81-90=treetant (7 hit dice)
 91 + =druid (1st level, abilities; S,I,D,Co - as before; W14, CH 16)

For creatures whose original alignment included a neutral component add 10 to the die roll; for true neutral creatures add 20.

A creature who adopts any final form other than that of the druid will have no desire whatever to leave the wood and will resist attempts to make him do so.

Only a full *wish* will restore a creature to its original form once the transformation is completed. While the transformation is still in progress, however, the victim may be restored by means of a *wish, limited wish, polymorph other, turn wood or plant growth* (cast backwards). *Neutralize poison* has a 30% chance of success plus 5% per level of the caster. Note that any of these spells (including *neutralize poison*) will negate the initial lignification process if cast before it is completed (i.e., within 1 turn). *Cure disease, remove curse, dispel magic*, etc., will have no effect. Restored creatures will have lost 1 level or hit die for each full day spent in tree form.

Barkburrs grow as a result of absorbing the energy levels of their victims, and they reproduce by budding. There is a 50% chance that a 6 hit dice barkburr will have 1 or 2 2-hit dice offspring budding from it which will attack independently.

Direburrs: Unwholesome woods and forests will produce direburrs that will attack any humanoid coming within 20 feet regardless of his past actions or alignment. The results of their attacks are the same as for the ordinary barkburr except that the final form adopted by a lignified victim is always a dry, dead, leafless tree which cannot be restored by any means short of a full *wish*. Otherwise, direburrs are identical to barkburrs in all respects.

BARRACUDA

FREQUENCY: Uncommon
 NO. APPEARING: 2-12
 ARMOR CLASS: 6
 MOVE: 30"
 HIT DICE: 1-3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S to L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Barracuda inhabit warm salt waters. These predatory fish are lightning quick, going from a motionless state to full speed in a single melee round. They attack any prey which is injured, appears helpless, or is relatively small.

BASIDIROND

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 6"
HIT DICE: 5+5
% IN LAIR: 60%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
 (+ smothering)
SPECIAL ATTACKS:
 Hallucinatory spores
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: M (6'-7'-tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/475 + 6/hp



Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color. Their cone-shaped upper portions look much like reversed umbrellas, the interior of which is sooty black. In combat these fungoid monsters lash forward with their cone-shaped caps that eject spores. A successful hit inflicts 2-8 points of damage and requires the victim to save vs. poison or have spores clogging its respiratory tract. The victim can smother from these growths in 2-5 rounds unless a *cure disease* (or its equivalent) is cast. Basidironds can also use hallucinatory spores which they emit only when they are standing quietly. The spores from each basidirond form an invisible cloud around it with a 20-35" radius. The spores cause each creature within the basidirond's cloud to save vs. poison each round or begin hallucinating. Hallucination lasts as long as the individual is within the cloud and for 1-4 rounds after leaving it. Typical hallucinatory effects on 1d8 are:

- 1 = Individual in a swamp—strips off armor to keep from sinking.
- 2 = Spiders attacking—individual strikes/attacks floor area to kill them.
- 3 = Individual has shrunk—shouts for help to return to normal size.
- 4 = Item held is a viper—individual drops it and leaps back to avoid its attack.
- 5 = Individual is suffocating—runs gasping in random directions to breathe.
- 6 = Associates are diseased—individual avoids coming within 10 feet of them.
- 7 = Individual is melting—stands howling and "holding self together."
- 8 = Leech on back—individual tears off anything worn on back and attacks it.

Basidironds have no minds by human standards, so all forms of mental attacks, including *charm monster*, *hold monster*, and similar spells, have no effect. A cold-based attack will not damage a basidirond but will slow the monster to 50% normal movement and prevent spore attacks.

BASILISK

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 6"
HIT DICE: 6 + 1
% IN LAIR: 40%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Gaze turns to stone
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M (7' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



The basilisk is a reptilian monster. Although it has eight legs, its slow metabolic process allows it only slow movement. While it has strong, toothy jaws, the basilisk's major weapon is its gaze by means of which it is able to turn to stone any fleshly creature which meets its glance. However, if its gaze is reflected so that the basilisk sees its own eyes, it will itself be petrified, but this requires light at least equal to bright torchlight and a good, smooth reflector. Basilisks are usually dull brown with yellowish underbellies. Their eyes are glowing pale green. The basilisk is able to see in both the astral and ethereal planes. In the former plane its gaze kills, while in the latter it turns victims to ethereal stone which can only be seen by those who are in that plane or can see ethereal objects.

BASILISK, GREATER

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 2
MOVE: 6"
HIT DICE: 10
% IN LAIR: 50%
TREASURE TYPE: H
NO. OF ATTACKS: 3
DAMAGE/ATTACKS:
 1-6/1-6/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Surprised only 1 in 6
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: L (12' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/3000 + 14/hp



The greater basilisk is a cousin of the more common reptilian horror, the ordinary basilisk. Both have 8 legs and move slowly. Because of its fearsome abilities, a greater basilisk is typically used as a guardian of treasure. The monster can attack by raising its forebody, striking with its sharp claws, and biting with its toothy maw. The claws bear a weak poison (saving throws made at +4). Its foul breath is also poisonous, and all creatures within 5 feet of its mouth must save vs. poison (at +2) or die whenever they spend even a moment so exposed. (Check each round of exposure). Worst of all, the greater basilisk also has a gaze which turns its victims to stone. Even if a polished reflector is used under good light conditions, the chance for a greater basilisk to see its own gaze and be petrified is only 10% unless the reflector is within 10 feet of the creature. While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.

The greater basilisk sees into the Astral and Ethereal Planes, just as its smaller cousin does. The normal habitat of the greater basilisk has been said to be the Elemental Plane of Earth. Coloration of the greater basilisk is much the same as that of other basilisks.

BAT

	Mobat	Ordinary Bat
FREQUENCY:	Rare	Common
NO. APPEARING:	1-8	1-100 (100-1000)
ARMOR CLASS:	7 (see below)	8 (see below)
MOVE:	3"/15" (MC: C)	1"/24" (MC: B)
HIT DICE:	4-6	1-2 hit points
% IN LAIR:	15%	Nil
TREASURE TYPE:	C	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Low	Animal
ALIGNMENT:	Neutral (evil)	Neutral
SIZE:	M	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/150 +5/hp	I/1

Mobat: The huge mobat is found only rarely, and typically in warm climates where large caverns offer shelter and food is plentiful. They are omnivorous but prefer warm-blooded prey which they bite to death with their fangs. Mobats have a wingspread of 12-16 feet and so must have a large area in which to take off. Once airborne, however, their sonics allow them to fly through narrow places, even in total darkness. Their flight being rapid and fairly silent, they surprise prey 50% of the time. They can also give a piercing screech which will cause such pain to prey that the victims seek to cover their ears rather than fight, unless a saving throw vs. paralysis is successful. The mobat's screech is always used if

BAT, Giant

FREQUENCY: *Uncommon*
 NO. APPEARING: 3-18
 ARMOUR CLASS: 8
 MOVE: 3"/18"
 HIT DICE: 1-4 hit points or 1
 % IN LAIR: 50%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2 or 1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *1/5 + 1 per hit point or 1/10 +1 per hit point*



These creatures — giant versions of the carnivorous variety of the ordinary bat, with bodies 3' long and a wingspan of 5'-6' — dwell in dark caverns, usually underground. In flight they emit a high-pitched whistling sound, a navigational device which compensates for their poor eyesight.

Giant bats are highly manoeuvrable in flight — anyone with a dexterity of less than 13 who fires a missile at a flying giant bat does so at —3 hit probability. For purposes of aerial combat, they are manoeuvrability class C.

The creature must land — usually on its victim — to attack with its bite (1-2 or 1-4 points of damage). 1% of victims bitten by giant bats contract rabies.

Only 10% of giant bats are of the 1 hit die variety.

prey resists. The effective sound radius is 20 feet. Note that mobile mobats have an armor class of 2, and their reflexes and sonics enable them to dodge attacks. Under crowded flying conditions armor class 7 prevails. Out of the air, mobats are armor class 10. These monsters have a dim, evil intelligence and a desire for shiny objects.

Ordinary Bat: Many varieties are included in the category of ordinary bats. They will attack only if cornered and forced to. If startled, bats tend to become frightened and confused and will swarm around and fly into things, putting out torches, confusing spell casting, etc., if humans are concerned. Bat sonar allows flight in total darkness. Under fine flying conditions, a bat's armor class rating rises from 8 to 4. In certain large caverns there could be as many as 1000 or more bats.



BAT, FIRE

FREQUENCY: *Very rare*
 NO. APPEARING: 11-20
 ARMOR CLASS: 8
 MOVE: 6"/20" (MC: B)
 HIT DICE: 2
 % IN LAIR: 50%
 TREASURE TYPE: I
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Immune to fire*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral evil*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: *II/28 + 2/hp*



The fire bat is a denizen of the Elemental Plane of Fire, and, although rather common there, it seldom appears in the Prime Material Plane. Its body is bat-like, about 2 feet long, with a wingspan approaching 4 feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 2-8 points of damage per round). The skin of the fire bat is tough and leathery, and even the relatively thin wings are difficult to pierce.

Fire bats live in colonies usually numbering from 1-2 dozen. Naturally, they will only lair in very hot places such as volcanoes, near hot springs, and, of course, on their native plane. How they travel to the Prime Material Plane is a mystery, but some sages have speculated that when fire elementals are summoned, once in a great while some fire bats will appear with them; and woe to the conjurer, for the fire bats are not under the mage's control at all! Fire bats reproduce by fission after gorging themselves on blood, so even 1 fire bat escaping into this plane can start a colony and can replace any casualties. A fire bat colony will not grow very large, however, for they will instinctively limit their population to the available food supply.

When fire bats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, fire bats do not need to roll for further attacks and will automatically burn and bleed their victims for a total of 3 rounds (the first round they scored a hit plus 2 more rounds). At the end of 3 rounds, the satiated fire bat will drop off and return to its lair. If the victim dies before 3 rounds are over, the unsatiated fire bats will attack other opponents to

finish feeding (but will never drain more than 3 rounds' worth of blood whether from 1, 2, or 3 victims). Fire bats can detect invisible opponents because of an advanced sonar sense and infravision; they attack invisible targets without penalty. Unlike ordinary bats, fire bats are not harmed by sunlight (or other bright lights) and can see within the normal vision range quite well. Fire bats are allies of fire elementals and will never attack them.

Fire bats are pack hunters, and an attack by these creatures is a marvel of teamwork. Every member of the victim's group is attacked by an approximately equal number of fire bats: if 12 fire bats attack a total of 4 victims, 3 bats will attack each individual; if the same number attack 9 victims, 6 would be attacked by 1 bat each and 3 unlucky victims by 2 bats each (chosen at random). If the number of fire bats ever falls below 25% of their starting force (whether from casualties or satisfied returnees), the fire bats will all instantly withdraw and attempt to escape to their lair. If cornered in their lair, they will fight ferociously to the death. When they die, a burst of flame envelopes them and their physical bodies are transported back to the Elemental Plane of Fire, where they are reborn.

The lair of a fire bat colony tends to be rocky and cavelike, with many exits and labyrinthine passages but only one large, easily noticeable entrance. Treasure is likely to be in the form of gems and jewelry, because fire bats love the sparkling stones and especially prize rubies, jacinths, and carnelians. One or 2 young fire bats (under 1 year old) may be found in the lair if a hunting pack is destroyed, and each young fire bat will have one-half the hit dice and damage per attack of an adult.

Fire bats move by an awkward hop-walk on the ground or (more efficiently) by flight. Fire bats use true flight and not gliding, because hot internal gases lighten them a great deal. Water scares fire bats, but it takes a minimum of 10 gallons of cool water to douse 1 fire bat's external fires. Once extinguished, it requires 10 rounds of drying off before the fire bat can ignite again. During this period it cannot fly, and will only do 1-4 points of damage if it attacks successfully. Fire bats can glide through hot solutions (including lava and magma) at their flying speed, for they are at home in anything involving fire.

BEAR

	Black	Brown	Cave
FREQUENCY:	Common	Uncommon	Uncommon
NO. APPEARING:	1-3	1-6	1-2
ARMOR CLASS:	7	6	6
MOVE:	12"	12"	12"
HIT DICE:	3 + 3	5 + 5	6 + 6
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-6/1-6/1-8	1-8/1-8/1-12
SPECIAL ATTACKS:	Hugs: 2-8	Hugs: 2-12	Hugs: 2-16
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Semi-	Semi-	Semi-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M (6' + tall)	L (9' + tall)	L (12' + tall)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat. All have excellent hearing and smell but rather poor eyesight. Size shown is average for the variety, and larger individuals will be correspondingly more powerful. The grizzly bear is a brown bear of very aggressive disposition. Black bears are usually not aggressive, brown bears are, and cave bears are quite aggressive. If a bear scores a paw hit with an 18 or better it also hugs for additional damage as indicated. The brown and cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or greater damage, they are killed immediately.

BEAR, NORTHERN (Polar Bear)

FREQUENCY: Rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 12"/9"
 HIT DICE: 8+8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-10/1-10/2-12
 SPECIAL ATTACKS: Hug 3-18
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L (14' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/900 + 12/hp



As with all other types of bears, these dwellers in subarctic and temperate regions are omnivorous. A paw hit of 18 or better indicates a "hug," inflicting 3-18 points of additional damage. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -12 hit points, but from greater damage they die instantly.

Beastman

Climate/Terrain: Tropical and sub-tropical forest
Frequency: Very rare
Organization: Tribal
Active Times: Day
Diet: Omnivore
Intelligence: Average (8-10)
Treasure: K, Q
Alignment: Neutral (good tendencies)
Reaction Modifier: +2

Number Appearing: 4-24 (40-60)
Armor Class: 8
Movement: 12"
Hit Dice: 2
THACO: 16
Number of Attacks: 1 weapon
Damage per Attack: 1-8
Special Attacks: Nil
Special Defenses: Camouflage
Magic Resistance: 80%
Size: Medium (5 feet tall)
Morale: Steady (13)
Experience Value: 30 + 2/hp

Beastmen are primitive jungle-dwelling humanoids, living through hunting and gathering.

Physical Appearance: Beastmen are humanoid, slightly shorter (about 5 feet) and slimmer than average humans. They're covered from head to toe with a soft green pelt. Beneath the green fur is a shorter black undercoat. By consciously contracting and relaxing muscles under the skin, beastmen can cause the green fur to ripple, showing the black beneath. Thus, when they choose (for example, when they're hunting), they can camouflage themselves with rippling patterns of green and black, like the shadows of moving leaves. This natural camouflage ability makes them almost invisible in the forests. They surprise opponents on a roll of 1-4, and are effectively 90% concealed at ranges in excess of 30 feet in wooded areas. They're well adapted to arboreal life. Their toes are long, to aid with climbing, but not sufficiently so to allow the beastmen to

hang from their feet. Their faces are very human-looking (apart from the covering of green fur). Beastmen rarely wear clothing or ornamentation of any kind.

Combat: Beastmen aren't aggressive creatures; they only attack when threatened. If they're forced into combat, however, their natural camouflage and magic resistance makes them daunting adversaries. They're typically armed with primitive spears, stone-head axes, blowguns, and bolas, which they use to great effect from concealment. Blowgun darts are usually tipped with weak poison (save at +4). They also use large weighted nets, woven from creepers, which they drop from above to capture enemies alive. If the tribe judges that it's safe to do so, prisoners are disarmed and set free (albeit some distance from the tribe's village, and sometimes in hazardous terrain). Prisoners judged to be a threat even if disarmed, are killed painlessly.

Most encounters with beastmen are with hunting parties collecting food for the tribe. If the beastmen gain surprise, they typically shadow the intruders, only attacking if they deem it necessary.

Habitat/Society: Although they may be judged as primitive by many measures (and their common name reinforces this widely-held opinion), Amedio Jungle beastmen are by no means unintelligent, and their social organization might profitably be copied by many races. Beastmen are tribal, with a single tribe comprised of up to 60 individuals. The central figure of the tribe is the "chief," although this term might be misleading. The chief doesn't seek the position, and isn't elected or otherwise chosen by the tribe. When decisions have to be made, or when the tribe has to be led, some individual leads. This individual is always the best for the job at hand, and always has the support of the tribe, but just who acts as chief can vary from day to day, depending on the current circumstances.

The selection process isn't random—if an individual tries to lead but isn't supported by of the tribe, the self-chosen leader is ignored. This vague "non-structured structure" works for the beastmen because every member of the tribe is involved in every decision. For outsiders, however, its fluidity often makes discussion and diplomacy with the tribe difficult (the response to the request "take me to your leader" will depend on the context).

Beastmen are totally egalitarian with regard to sex. The only time females don't participate in all facets of tribal life is when they're pregnant and very close to term. Beastmen offspring are raised by the tribe as a whole; in any particular tribe, typically 10% are immature (10-80% grown). Young aren't involved in hunting and gathering—although they show camouflage ability from birth—until they reach maturity at the age of 10 years. Beastmen live to be about 50 years old. Elderly members of the tribe are cared for in the same way as children, and typically make up 5% of any tribe.

Beastman tribes dwell in the trees, in shelters cunningly woven from growing branches. Each dwelling houses one family (3-4 adults of both sexes in a loose group marriage, plus children).

Unlike most other "primitives," beastmen have no religion whatsoever. They don't believe in gods, spirits, ghosts, magic or anything supernatural: If they can't touch and measure it, it doesn't exist. Thus they have no tribal shamans or witch doctors. It's not known whether this philosophy arose because of the creatures' resistance to magic, or

Beastman tribes tend to keep to themselves, communicating only with other beastman tribes. They use and produce few artifacts, and hence have little interest in trade. They speak their own language, but a few individuals can converse haltingly in the common tongue. The bulk of their population seems to be in the Amedio Jungle, although there are reputed to be beastmen tribes in the jungles of Hepmonaland as well.

Niche: Beastmen are at the top of the food chain. They hunt smaller forest-dwelling animals, and gather edible vegetation. They have no interest in any form of agriculture or animal husbandry. They are hunted—often with limited success, thanks to their intelligence—by large jungle carnivores. They manufacture very little—usually just weapons and rudimentary tools—and have almost no inter-

est in luxury items. Their civilization, such as it is, is self-sustaining, and they have no dependence on trade with anyone else (this doesn't mean that they won't consider trade in special circumstances, however).

BEAVER, Giant

FREQUENCY: *Very rare*
 NO. APPEARING: 10-40
 ARMOR CLASS: 6
 MOVE: 6"/12"
 HIT DICE: 4
 % IN LAIR: 80%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low to average*
 ALIGNMENT: *Neutral*
 SIZE: M (6' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These intelligent but docile creatures will flee any attack if at all possible, but if cornered, or if their huge lodge is threatened, they will fight fiercely. Their habitat is a lake created by their vast dam, and in the middle of the body of water thus created, they build a veritable castle of mud and logs with walls not less than 5' thick. The entire community lives in this single dwelling, and if an alarm (tail slap on the water) is sounded, all beavers rush to this place to defend it and their young. For every adult beaver there will be a young one (roll percentile dice for size determination). Giant beavers sometimes trade, and if coins or other valuables are offered they can sometimes be persuaded to undertake the building of dam-like constructions if there is water near the building site, for they use such water to work in/from. They prize highly certain barks and tender twigs, notably birch, aspen, and willow. Their hides are worth from 500 to 2,000 gold pieces each. Giant beaver kits of under 8 hit points can be subdued, captured, and sold in the market for from 100 to 200 gold pieces per hit

BEE, GIANT

	Worker Honeybee	Soldier Honeybee	Bumblebee
FREQUENCY:	Rare	Very rare	Rare
NO. APPEARING:	1-10	1	1
ARMOR CLASS:	6	5	5
MOVE:	9"/30"	12"/30"	6"/24"
	(MC:D)	(MC:C)	(MC:E)
HIT DICE:	3+1	4+2	6+4
% IN LAIR:	20%	90%	10%
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1 (sting)	1 (sting)	1
DAMAGE/ATTACK:	1-3+poison	1-4+poison	1-6+poison
SPECIAL ATTACKS:	Sting once	Sting once	Sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Low	Low	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	M	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III	IV	V
	150 + 4/hp	200 + 5/hp	400 + 8/hp

All forms of giant bees are similar to their ordinary small counterparts. Honeybees have hives; bumblebees have nests. If encountered in their lair the hive will contain 20 times the workers shown by the roll and 3-12 soldiers. There will be 7-12 giant bumblebees in a burrow or nest. Hives will have a noncombatant queen and 2-5 noncombatant drones. Nests will have a combative queen of 8+6 hit dice doing 1-8 points damage per sting. Poison is normal for workers and stronger for soldiers and bumblebees (-1 to save). A queen bumblebee's poison is -2 for saves. Successful save vs. poison will inflict an additional 2-8 points damage. Failure will cause an additional 5-20 +1 for soldiers and bumblebees and +2 for queen bees.

Honey in hives or nests is of proportional quantities. Bee "bread" is excellent food and equal to iron rations. "Royal jelly," found only 20% of the time, is equal to 2-5 *potions of extra-healing* with a side effect of *cure disease* for each. It also can be made into sufficient unguent to treat aging. The unguent preserves a youthful look for up to 1 year and 2-5 such preparations can be made from royal jelly. Charisma will remain unaffected by age when the unguent is used continually without interruption. It is greatly prized by rich and noble women, and each unguent jar commands from 3000-8000 gp on the open market.



BEETLE

Death Watch Beetle

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 9
 % IN LAIR: 10%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACKS: 3-12
 SPECIAL ATTACKS:
 Death vibration
 SPECIAL DEFENSES:
 Nil/camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L (5' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1400 +12/hp



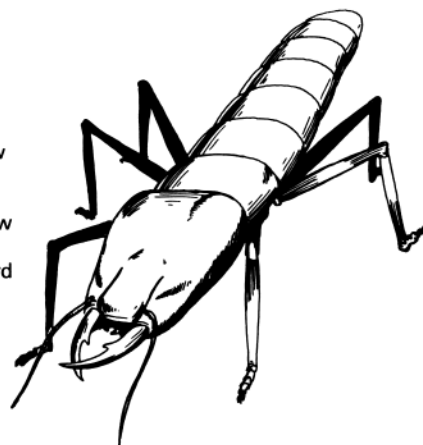
This monstrous insect is found in temperate regions. It is particularly dreaded as it often disguises itself. These disguises range from wearing carapaces of other giant beetles to sticking rubbish to itself with a glue of earth and saliva. Although commonly encountered outdoors, death watch beetles of the giant sort have also been known to invade subterranean areas in search of food.

The normal attack of a death watch beetle is by biting with its great mandibles. Before such an attack, however, the monster will make a clicking sound with its carapace. This sound produces sonic vibrations which are deadly. Creatures within a 30-foot radius must save vs. death magic or die. Those saving must take from 5-20 points of damage. The clicking of the death watch resembles that of a drum or gong. As the sound is diffused and seems to come from everywhere, location of the monster thereby is 90% unlikely. After 1 round, the vibrations have the stated effect. The effort required to produce the killing vibrations is such that the monster is able to perform the clicking only once every 2-5 hours.

As a death watch moves frequently in search of food, it is unlikely that it will have treasure, other than an incidental item possibly stuck upon its back as camouflage. Even if a beetle stays in one locale for an extended period (10% chance) only the treasure carried by victims slain by the monster will be in the area.

Slider Beetle

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 3
 MOVE: 6"
 HIT DICE: 6
 % IN LAIR: 25%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/275 + 6/hp



The slider beetle is similar to a stag beetle (q.v.) but does not have horns. Its mandibles are razor-sharp. When attacking, a roll of 19 or 20 indicates that it has nipped off an opponent's arm or leg. If the battle is going

against the slicer beetle, it will grab any food conveniently available (i.e., lost limbs) and flee. Its lair usually contains many bones and 1-6 types of normal weaponry. The lair may also contain magical weapons (25% chance) or magical boots (10% chance). However, if a pair of boots or gauntlets is present, the pair is probably not matched (only a 5% chance). Attempts at identifying an unmatched set will give standard (but false) results.

The effects of non-matching boots or gauntlets can be unpredictable. These effects will not commence until the wearer is engaged in an encounter, adventure, or other normal but potentially dangerous activity. Each boot alone will perform as follows:

Dancing:	1 foot taps and shuffles.
Elvenkind:	1 foot tip-toes.
Levitation:	1 side of the body tends to rise.
Speed:	1 foot takes 2 steps to the other's 1.
Striding and springing:	1 foot either goose steps or makes hops of 3-4 feet.

Each gauntlet alone will perform as follows:

Dexterity:	1 hand tends to attempt pocket-picking (with base 50% chance of success).
Fumbling:	1 hand tends to drop things (50% chance).
Ogre power:	1 hand sloppily uses more force than intended; if in combat, no strength modifiers will apply.
Swimming and climbing:	1 hand tends to wave about randomly.

BEETLE, Giant

	<u>Bombardier</u>	<u>Boring</u>	<u>Fire</u>
FREQUENCY:	Common	Common	Common
NO. APPEARING:	3-12	3-18	3-12
ARMOR CLASS:	4	3	4
MOVE:	9"	6"	12"
HIT DICE:	2 + 2	5	1 + 2
% IN LAIR:	Nil	40%	Nil
TREASURE TYPE:	Nil	C, R, S, T	Nil
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-12	5-20	2-8
SPECIAL ATTACKS:	Acid Cloud	Nil	Nil
SPECIAL DEFENSES:	Firing Cloud	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Animal	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M(4' long)	L(9' long)	S (2½' long)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

	<u>Rhinoceros</u>	<u>Stag</u>	<u>Water</u>
FREQUENCY:	Uncommon	Common	Common
NO. APPEARING:	1-6	2-12	1-12
ARMOR CLASS:	2	3	3
MOVE:	6"	6"	3"/12"
HIT DICE:	12	7	4
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	2	3	1
DAMAGE/ATTACK:	3-18/2-16	4-16/1-10/1-10	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	L (12' long plus horn)	L (10' long)	L (6' long)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

General: All beetles are basically unintelligent and always hungry. They feed on virtually any form of organic material, including other sorts of beetles. They taste by means of their antennae or feelers; if the substance is organic, the beetle then proceeds to grasp it with its mandibles, crush it up, and eat it. Because of this thorough grinding, nothing actually eaten by giant beetles can be revived in any manner short of a wish. Beetles do not hear or see well, relying primarily on taste and feel.

Bombardier Beetle: This beetle is usually found in wooded areas above ground. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs. If this beetle is attacked or disturbed there is a 50% chance each melee round that it will turn its rear towards its attacker(s) and fire off an 8' X 8' X 8' cloud of reeking, reddish acidic vapor from its abdomen. This cloud causes 3-12 hit points of damage to any creature within it. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within 16' radius, and a like chance for deafening any creature within the 16' radius which was not stunned. Stunning lasts for 2-8 melee rounds, plus an additional 2-8 melee rounds of deafness after stunning. Deafening lasts 2-12 melee rounds. The giant bombardier can fire its vapor cloud every third melee round, but not more often than twice in eight hours.

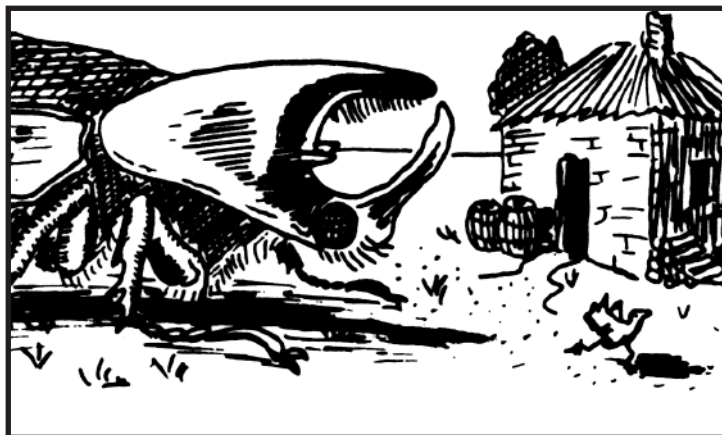
Boring Beetle: These beetles favor rotting wood and similar organic material upon which to feed, so they are usually found inside huge trees or in unused tunnel complexes underground. In the latter areas they will grow molds, slimes and fungi substances for food, starting such cultures on various forms of decaying vegetable and animal matter and wastes. These creatures are individually not of much greater intelligence than others of their kind, but it is rumored that groups develop a communal intelligence which generates a level of consciousness and reasoning ability approximating that of the human brain.

Fire Beetle: The smallest of the giant beetles, fire beetles, nevertheless are capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, being primarily nocturnal. Fire beetles have two glands above their eyes and one near the back of their abdomen which give off a red glow. For this reason they are highly prized by miners and adventurers, as this luminosity will persist for from 1-6 days after the glands are removed from the beetle. The light shed illuminates a 10' radius.

Rhinoceros Beetle: This uncommon monster inhabits tropical and subtropical jungles. They roam these regions searching for fruits and vegetation, crushing anything in their paths. The horn of a giant rhinoceros beetle extends about 6'.

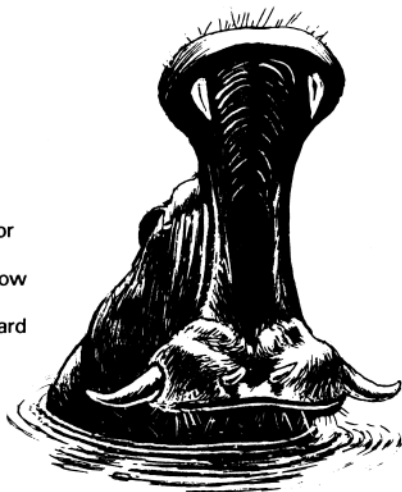
Stag Beetle: These woodland dwelling beetles are very fond of grains and similar growing crops, so they will sometimes become highly pestiferous and raid cultivated lands. Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetle's two horns are usually not less than 8' long.

Water Beetle: The giant water beetle is found only in fresh water of not less than 30' deep. As they are voracious eaters, they prey upon virtually any form of animal but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and vibration.



BEHEMOTH

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 6"/12"
HIT DICE: 10+5
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16 or 6-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1600 + 15/hp



Behemoths are huge relatives of the hippo found only in deep rivers and lakes in tropical regions. They have huge mouths with great tusks, similar to those of hippopotami, and outward-pointing tusks which project from each side of the mouth. These latter teeth are used for uprooting aquatic plants and roots.

A bull behemoth will generally have 1-3 cows with him. Bulls do 6-24 points of damage and cows 4-16. Bulls are always aggressive, but cows will aggress only if a calf behemoth is present (25% chance per cow). If a swimmer enters behemoth territory, or if a boat or canoe passes overhead, aggressive animals will move to attack. There is a 50% likelihood that the bull will rise up under a boat or canoe and overturn the craft. Behemoths travel in water by sinking and running along the bottom. They can stay submerged up to 30 minutes.

BEHIR

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 12
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1 and 1 or 1 and 6
DAMAGE/ATTACK: 2-8/2-5 or 2-8/6 x 1-6
SPECIAL ATTACKS:
 Lightning bolt
SPECIAL DEFENSES: Immune to electricity, poison
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: L (40' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/Nil
LEVEL/X.P. VALUE:
 VII/2850 + 16/hp



A behir is a snake-like reptilian monster with a dozen legs that allow it to move with considerable speed and climb well (half normal speed). It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head is more crocodilian than snake-like. Attack is by biting and looping its body around the victim and squeezing. If the latter succeeds, the victim is subject to 6 talon attacks next round. A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This lightning bolt will cause 24 points of damage unless a saving throw vs. breath weapon is made. Half damage is applicable in the latter case. As behir sometimes swallow prey whole, there is a 10% chance that there will be some small item(s) of value inside the monster, such as gems (10xQ 60%), jewelry (1-8 pieces 30%), and a small magic item of indigestible nature (10%). The behir swallows whole on a 20, with effects similar to those caused by a purple worm.

Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue.

BEHOLDER

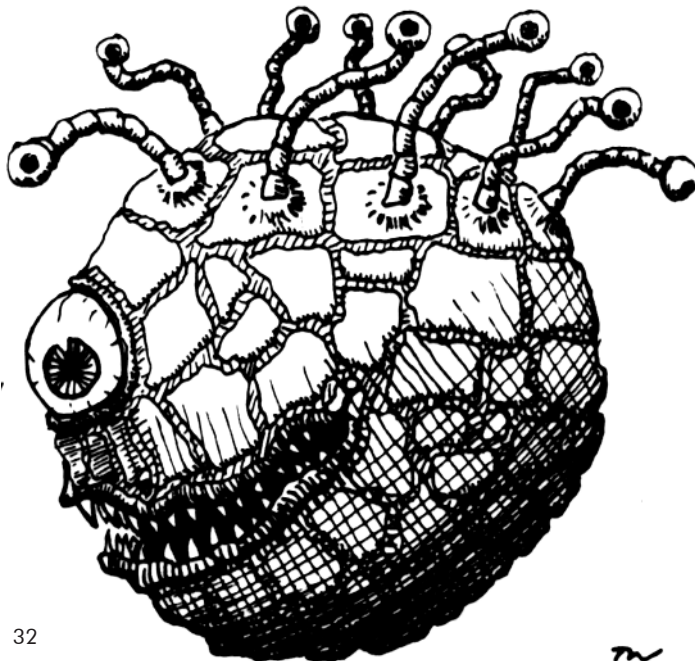
FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0/2/7
MOVE: 3"
HIT DICE: 45-75 hit points
% IN LAIR: 80%
TREASURE TYPE: I, S, T
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Magic
SPECIAL DEFENSES: Anti-magic ray
MAGIC RESISTANCE: Special
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
SIZE: L (4'-6' dia.)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

The beholder (eye tyrant, sphere of many eyes) is most frequently found underground, although it infrequently will lair in desolate wildernesses. The globular body of this monster is supported by levitation, and it floats slowly about as it wills. Atop the sphere are 10 eyestalks, while in its central area are a great eleventh eye and a large mouth filled with pointed teeth. The body is protected by a hard chitinous covering. The creature's eyestalks and eyes are also protected, although less well (thus the armor classes of 2 and 7 respectively). Because of its particular nature the beholder is able to withstand the loss of its eyestalks, these members are not computed as part of its hit point damage potential, and lost eyestalks will eventually grow back (1 week per lost member). The body of the monster can withstand two-thirds of its total damage potential, while the great central eye can withstand one-third this total, i.e. a beholder with 45 hit points can withstand 30 hit points of damage to its body before being killed; the eleventh eye can withstand 15 points before ceasing to function. Eyestalks take from 8 to 12 hit points each before being lost. The body of a beholder represents 75% of potential hit area, the central eye and the eyestalks 10% each, and the 10 small eyes 5%.

Eyes: The various eyes of a beholder each have a different function. Typically only the central eye, plus 1-4 of those on stalks are able to function considering that the attack is coming from an arc 90° before the monster. If attacks come from 180° double the number of eyestalks able to function, and for 270° or 360° triple or quadruple the number. Attacks from above enable all 10 eyestalks to function, but the central eye cannot. Functions of the eyes are:

- | | |
|------------------------------|----------------------------------|
| 1 Charm person spell | 6 Disintegrate ray (2" range) |
| 2 Charm monster spell | 7 Fear (as a wand) |
| 3 Sleep spell | 8 Slow spell |
| 4 Telekinese 2,500 GP wt. | 9 Cause serious wound (5" range) |
| 5 Flesh-stone ray (3" range) | 10 Death ray (4" range) |
| | 11 Anti-magic ray (14" range) |

Nature: The beholder is hateful, aggressive, and avaricious. They will usually attack immediately. If confronted by a particularly powerful party there is a 50% chance they will listen to negotiations — either to be bribed not to attack or to pay a ransom to not be attacked, depending on the strength of the opposing party. They can speak their own language as well as that tongue known to lawful evil creatures.



EYE OF THE DEEP

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 5
 MOVE: 6"
 HIT DICE: 10-12
 % IN LAIR: 20%
 TREASURE TYPE: R
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-8/2-8/1-6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 SIZE: L (3'-5' dia.)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



It is possible that this monster is a relative of the beholder, for there are remarkable similarities between the two species. The eye of the deep dwells only at great depths of the ocean, floating slowly about, stalking prey. It has two huge crab-like pincers to seize its victims and a mouth full of small sharp teeth. Its primary weapons, however, are its eyes. The creature has a large central eye which emits a blinding flash of light to dazzle and stun those in its ray (cone 1/2" at eye extending 3" to a 2" diameter base) for 2-8 melee rounds unless a saving throw versus death ray/poison is made. The eye of the deep also has two smaller eyes on long stalks with which it is able to create an illusion; or, acting independently, the small eyes are able to cast hold person and hold monster spells respectively.

Because it inhabits the deeps, this monster has an armor class of 5 everywhere, including eyes and eye stalks. It can withstand 10 to 12 dice of damage before being killed. If its eyestalks are severed they will, as with those of a beholder, grow back in about a week of time.

Nature: The eye of the deep is hateful and aggressive, generally conforming to its land-dwelling cousin, the beholder, as regards temperament.

BERBALANG

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 6
 MOVE: 6"/24"
 HIT DICE: 1+1
 % IN LAIR: See below
 TREASURE TYPE: D
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-6
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: III/65 + 2 per hit point



The berbalang is a solitary biped with leathery skin and bat-like wings. Its eyes are white and watery and its powers of infravision are twice as effective as elves' (120' range).

The creature spends the greater part of each month in an apparently dormant state, hibernating preferably in a well-hidden cave. Though seemingly comatose, the berbalang is actually roaming the *Astral Plane* where it spends its time hunting and killing creatures weaker than itself and engaging in bizarre and complex courtship and mating rituals with other berbalangs. If its body is discovered and interfered

with during the creature's astral roaming, the berbalang will attempt to return to the body and animate it; however this can take a long time (1-100 rounds) depending on the berbalang's actual distance away across the planes. If the body is destroyed, the astral berbalang dies as well. For this reason the creature takes a great deal of care in hiding itself and is very ingenious in this regard.

For three days each month at the time of the full moon, the berbalang returns to its material body, only to alter its form of trance and send forth a physical projection of itself upon the *Prime Material Plane*. The projection flies in search of food — a freshly-killed human corpse. The projection is physical in the sense that it can receive and inflict damage — in this respect it is a duplicate of the original. The berbalang can use all of the senses of the projection and will command (and essentially 'is') the projection in its quest for food. The projection can range up to 3 miles from the material berbalang body. The projection fights, if it needs to do so, in the same way as the berbalang — with its two claws (1-4 hit points of damage each) and a bite for 1-6 hit points of damage.

If the projection is hit and suffers damage it immediately takes flight, returning at flying speed (24" rate) to the body which will be unable to project again for a number of days equal to the number of hit points lost. If the projection is 'killed' it disappears, and there is a 75% chance that the original will also die from system shock.

If the berbalang survives an attack, it will eventually seek revenge upon its attacker, though this may be delayed while the body recovers. If a wounded projection is followed back to the berbalang lair, the followers may be taken aback when they confront the unwounded physical creature.

If the projection is forced back to the body before the berbalang was able to feed, or if the projection was destroyed before feeding, a new projection will go forth again as soon as possible (after the compulsory period of recovery) regardless of the phase of the moon.

To keep from depleting its food supply or arousing too great a local alarm, a berbalang will move its physical body to a new area every three or four months. They always travel by night and avoid confrontations when they are actually physically present. Since berbalangs live on the edge of civilisation, where lack of organisation allows them free rein, a berbalang is very rarely encountered in its physical form unless adventurers happen upon its lair or follow its projection back to its body.

If a projection kills a human it will immediately pick up the body and fly, at full rate, back to the host which will immediately emerge from its trance. While in flight, the projection will be feeding on the body — a fully-grown human can thus be devoured in one turn, leaving only the bones, garments and equipment.

For the purposes of aerial combat, the berbalang and its projection are both manoeuvrability class B.

How the berbalang derives sustenance when only its projection feeds, and how it reproduces when all mating activity takes place on the *Astral Plane*, are mysteries so far unexplained.



BLINDHEIM

FREQUENCY: *Very rare*
NO. APPEARING: 1-4
ARMOUR CLASS: *See below*
MOVE: 9"
HIT DICE: 4+2
% IN LAIR: 5%
TREASURE TYPE: B
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS:
Blinding stare

SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE:
Standard
INTELLIGENCE: *Animal*
ALIGNMENT: *Chaotic evil*
SIZE: S (4' tall)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
III/130 + 5 per hit point

This subterranean creature is a yellow frog-like humanoid with huge eyes that shine like searchlights. While in repose, the beast keeps its eyes 'turned off' by means of an extra eyelid; however it can 'attack' instantaneously by opening its eyes, and its acute sense of hearing will usually indicate to it the direction of its 'target'. Those who come within its beams at a range of 30' or less must save (as against wands) or be blinded for 11-20 turns. Anyone with infravision in that range must save at -3.

Those not blinded will still be unable to look directly at the beast so its effective armour class is 1. However if for any reason an attacker is immune to bright light, the blindheim's true armour class is 3.

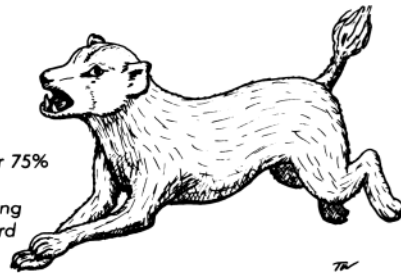
When at close quarters, the blindheim attacks with a vicious bite which inflicts 1-8 hit points of damage.

The creature is coloured in varying shades of yellow, the darker shades on its back contrasting with lighter shades on its underbelly. If the eyes of a dead blindheim are opened, they are seen to be a dull gold in colour.



BLINK DOG

FREQUENCY: *Rare*
NO. APPEARING: 4-16
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 4
% IN LAIR: 20%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: *From rear 75% of time*
SPECIAL DEFENCES: *Teleporting*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful good*
SIZE: M (3' at shoulder)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil



These brown and yellowish creatures are as intelligent as normal humans and have a fairly complex language consisting of barks, yaps, whines, and growls. They are also able to use a limited form of teleportation (the blink). In attack, pack members will blink in and out in a random fashion at random intervals, teleporting individuals having a 75% chance of appearing behind the opponent. An individual will teleport on a score of 7 or better on a 12-sided die. Roll again to determine where the blink dog teleporting reappears: 1 = in front of opponent, 2 = shielded (or left) front flank, 3 = unshielded (or right) front flank, 4-12 = behind. When blinking in, the creature will be from 1' to 3' from the opponent and immediately able to attack. Blinking is an inborn instinct, and it never allows the animal to reappear in a space already occupied by a solid object. If seriously threatened (or if 25% or greater loss has been sustained) the entire pack will blink out and not return. There is a great enmity between blink dogs and displacer beasts (qv) and the two creatures will always attack each other. If encountered in their lair there is a 50% chance that there will be from 3-12 pups (1-2 hit dice, 1-2/1-3 hit points damage/attack). These young are worth from 1,000 to 2,000 gold pieces on the market as they can be tamed and trained.

BLOOD HAWK

FREQUENCY: *Uncommon*
NO. APPEARING: 4-15 (d12+3)
ARMOUR CLASS: 7
MOVE: 24"
HIT DICE: 1+1
% IN LAIR: 25%
TREASURE TYPE: Qx2
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-4/1-4/1-6
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
1/20 + 2 per hit point



Blood hawks resemble normal hawks in size alone, as their beaks are razor sharp and their talons unusually strong. Their wings are similar to those of an eagle, giving them considerable speed in flight. For purposes of aerial combat, they are manoeuvrability class B.

They attack with their beaks (1-6 hit points of damage) and two sets of talons (1-4 hit points of damage each set), swooping swiftly and silently onto their victims. Blood hawks are fond of human flesh and will continue to attack humans even when the melee is going against them.

They will pick at the dead bodies of their prey, not only for food but also for gems with which they line their nests as an allurements to blood hawk females. All other types of treasure will be ignored.

In colour the blood hawk is a uniform medium grey.

BLOODTHORN

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 4 (tendrils)/3 (trunk)
 MOVE: Nil
 HIT DICE: 5-30 (plus special)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1-4, 2-5, or 5-8
 DAMAGE/ATTACK: Special

SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: See below
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/800 + 35/hp

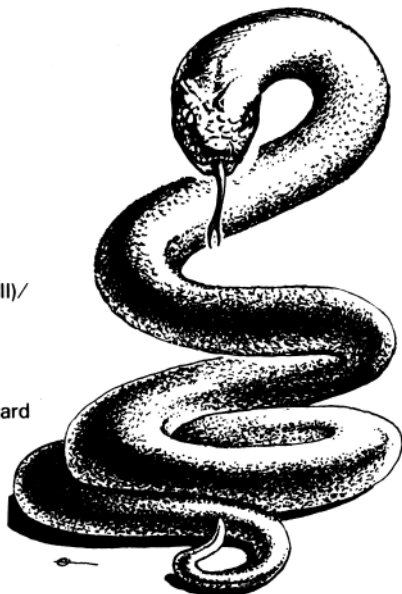
The bloodthorn, or vampire vine, grows singly in forests. It has 5-12 tendrils of 7-12-foot length that can lash out 5-7 feet. It uses these to attack its prey. Each tendril has many sharp, hollow thorns. Any hit will cause a fluid drain equal to 25% of the victim's total initial hit points. The tendrils are armor class 4, the stalk/trunk armor class 3. Each tendril requires 5-10 points of damage to sever. This damage does not affect the main plant. Attack data and other specifics are as follows:

Hit Dice	Size	No. Tendrils	Range	Tendril Value	Attacks As
5-16	Average	5	5'	5-6 hp	3 HD monster
17-25	Large	8	6'	7-8 hp	4 HD monster
26-30	Large	12	7'	9-10 hp	5 HD monster

Bloodthorns grow among hornwood trees and resemble them closely. On rare occasions bloodthorns will be found among other sorts of vegetation, but this is only 10% likely. The plant's trunk is yellowish to brown and smooth. Its pointed, two-lobed leaves are not as large as a hornwood's. Its vampiric tendrils appear much as do normal vines and creepers growing on other trees.

BOALISK

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 5+1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-3 (bill)/2-7 (constriction)
 SPECIAL ATTACKS: Gaze, constriction
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/350 + 6/hp



The boalisk, a variety of tropical snake, is nearly identical to the constrictor snake (q.v.) in all respects, and it has a gaze attack. It gazes each round in addition to making normal attacks of biting and constriction; this gaze is usually (75%) directed at its opponent in melee (if applicable). Complete surprise (1-2 on 1d6) indicates that someone has met the gaze and gets no saving throw. Otherwise, any creature meeting its gaze (indicated by failing a saving throw vs. petrification) becomes afflicted with a rotting disease identical to that of the touch of a mummy (q.v.). A character refusing to look at the boalisk may automatically avoid the gaze effect but is 20% easier to hit (4 penalty to armor class) while so doing. In tropical climes, constrictors encountered may be accompanied by boalisks (25%), and vice versa. A boalisk cannot constrict more than 1 victim at a time.

BOAR

	Boar, Wild	Giant Boar	Warthog
FREQUENCY:	Common	Uncommon	Common
NO. APPEARING:	1-12	2-8	1-6
ARMOR CLASS:	7	6	7
MOVE:	15"	12"	12"
HIT DICE:	3 + 3	7	3
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	3-12	3-18	2-8/2-8
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Semi-	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M (3' at shoulder)	L (5' at shoulder)	M (2½' at shoulder)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

These creatures are typically pig-like omnivores. Only the warthog has a range restricted to warmer climes.

Boar, Wild: If more than 1 is encountered the others will be sows (3 hit dice, 2-8 hit points damage/attack), on a 1:4, sows: sounders, ratio. Thus if 12 are encountered there will be 1 boar, 3 sows, and 8 young. The boar will fight for 2-5 melee rounds after reaching 0 to -6 hit points but dies immediately at -7 or greater damage.

Giant Boar (Elothere): This prehistoric forerunner of the wild boar is also very aggressive. If 3 or more are encountered there is only a 25% chance that there will be young (2-6 hit dice, 1-4/2-5/2-7/2-8/3-12 hit points damage/attack) numbering from 1-4 of the total herd. The boars and sows fight equally, and either will fight for 1-4 melee rounds after reaching 0 to -10 hit points but die immediately upon reaching -11 or more hit points.

Warthog: These tropical beasts are aggressive only if their territory is threatened or if cornered or threatened. They make two slashing attacks with their large tusks. Male and female fight equally. If 3-6 are encountered the balance will be young (1-2 hit dice, 1-3/2-5 hit points damage/attack). The warthog will continue to fight for 1-2 melee rounds after reaching 0 to -5 hit points but at -6 or greater damage dies immediately.

BOGGART

FREQUENCY: Rare
 NO. APPEARING: 2-5
 ARMOR CLASS: -6
 MOVE: 18"
 HIT DICE: 6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Very to exceptional
 ALIGNMENT: Chaotic evil
 SIZE: S (2' + in human-like form)
 PSIONIC ABILITY: Nil
 Attack/Defense:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/625 + 6/hp



A boggart is the immature form of a will-o-wisp (q.v.). One appears as a small demihuman, humanoid, or will-o-wisp as it desires. However, while a boggart has more forms than its adult counterpart, it can retain 1 of these forms for no more than 10 or 12 rounds before losing control and shifting to some other form. Of course a boggart can purposely change form anytime it wishes. Because these monsters need both meat and life force to grow to maturity, they tend to use human-like forms to lure human-like adults and larger flesh eating creatures. Once trapped or ambushed, the would-be predator becomes the prey of the boggart. The monster devours the life force of the victim and its physical body too! Thus, no resurrection is possible.

The boggart attacks by touch, delivering 2-12 points of damage with electrical energy. It can also discharge a bolt of this energy every other round for up to 10 feet. However, the opponent so attacked is entitled to a saving throw vs. breath weapon, and, if it succeeds, the victim suffers only half normal damage (1-6 points). The most devious attack of a boggart is *confusion*. A boggart can cause *confusion* once per day by making noise, such as yelling, screaming, shouting, whistling, banging, pounding, or thumping for 2 consecutive rounds. All creatures within a 30-foot radius of this noise will be affected if they can hear it clearly, and even covering the ears will not prevent or alter the effect. Such creatures must save vs. spell or be confused for 7-12 melee rounds. Only a successful attack on a boggart casting *confusion* will cause it to stop its noise at midpoint. If more than 1 boggart is making the noise, then all must be stopped in order to foil the *confusion*. Saves versus a multiple casting are made at -1 for each boggart completing 2 rounds of continuous noise.

A boggart can also become invisible for up to 12 rounds, and this is possible in any form the creature is in at the time. Note that invisibility will not cease because of the noise made, so an invisible boggart can create a horrible racket. Just as with a will-o-wisp, any weapon will damage this immature form. However, all spells save *magic missile*, *maze*, and *protection from evil* are useless against a boggart. When reduced to 5 or fewer hit points, a boggart will use all of its wit and devices to escape further combat. This escape is usually accomplished by becoming invisible and running away or floating in will-o-wisp form over ground impassable to its enemies.

Boggarts have the ability to use a limited form of *ESP* to understand and speak all languages, although such speech will be very basic and limited. When in glowing will-o-wisp form, they can pass through solid, nonliving objects and even stone walls up to 2 feet thick. They cannot pass through metals, for metals ground the electrical energy of the creatures. Boggarts have normal infravision in human-like form.

In demihuman guise, a boggart typically appears as a small halfling or young gnome. In humanoid form, the creature usually takes the shape of a goblin imp, young xuart, or norker neut. As a will-o-wisp, a boggart is smaller and brighter.

BOGGLE

FREQUENCY: Very rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 4+3
 % IN LAIR: 25%
 TREASURE TYPE: C
 NO. OF ATTACKS: 3(2)
 DAMAGE/ATTACK:
 1-4/1-4/1-4
 SPECIAL ATTACK: Rear claws
 for 1-4/1-4
 SPECIAL DEFENSE: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/170 + 5/hp



Boggles are 3-foot tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth).

The social organization of boggles is loosely tribal. They tend to whine and gibber a lot when dealing with other creatures. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious.

Boggles secrete a viscous, nonflammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures specially adapted, like boggles, for climbing on slick surfaces) must roll their dexterity or lower on 1d20 or fall down. Characters who fall must spend an entire round standing back up. Boggles will try to steal articles from a character who has fallen. They must make a successful roll vs. armor class 5 to steal any one item from a fallen or stunned character.

Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Because they have slippery and resilient hides, all weapon attacks on boggles will cause -1 point per die of damage. Boggles naturally resist fire (as the ring) and can spider climb at will. They like to cling to ceilings in order to drop upon unwary characters and get an additional 2 claw attacks (as do cats.)

Boggles have the special ability to *dimension door* at will for up to 3" through any complete frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They can reach through a hole and their hands will come out elsewhere. This enables them to grab or strike at a character from another side. Boggle lairs are often pocked with holes or appear as grillwork. Their main nest is accessible only by *dimension door* or other magical means.

Finally, boggles have an exceptionally keen sense of smell and can even detect invisible creatures by smell. Other races are known to utilize boggles as guards and watchers because of this ability. When boggles sense intruders they set up a high-pitched keening wail to warn their masters.



BONESNAPPER

FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOUR CLASS: 4
 MOVE: 6"
 HIT DICE: 4
 % IN LAIR: 20%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8/1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *M (5' high)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
III/60 + 4 per hit point



The bonesnapper is a small descendant of a long-extinct class of carnivorous dinosaur, as stupid as it is aggressive. The large jaw contains many sharp teeth which it uses to inflict 1-8 hit points of

damage in melee; at the same time, the tail sweeps round to deliver 1-4 hit points of damage on the same victim. Its aggressive nature leads it always to fight to the death.

Though non-intelligent, the bonesnapper has inherited a primeval instinct for the collection of human bones, particularly jawbones, which it uses to decorate its subterranean lair. The number of such bones discovered in a lair will give a good indication of the occupant's status among its kind.

Description: The bonesnapper is a grey-green colour mottled with dark grey spots and patches. It has tiny scarlet eyes and yellow-white teeth.

BOOBRIE

FREQUENCY: *Rare*
 NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVE: 15"/15" (MC: D)
 HIT DICE: 9
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/2-16
 SPECIAL ATTACKS: *Surprises*
 2 in 6
 SPECIAL DEFENSES: *Immune*
 to poison
 MAGIC RESISTANCE:
Standard
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *L (12' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
Nil/nil
 LEVEL/X.P. VALUE:
VI/900 + 12/hp



The gigantic boobrie resembles a smaller, marsh-dwelling relative of the roc. Its favorite foods, other than the huge marsh catfish, are humans and sheep. Its long legs permit fast running and easy movement through swampy ground, but its claws are relatively weak.

The boobrie's flight is slow. Its principal attack is by means of its long, hooked beak. These birds are totally immune to all forms of poison, and if favored forms of prey are not available they will eat snakes, lizards, and even spiders of sufficient size. They achieve surprise by crouching amidst tall grasses. If 2 are encountered they will be either a mated pair of adults (at least 5 points per hit die) or a pair of young (4 or fewer points per hit die).

A boobrie looks as if it were a huge heron with a beak resembling a cross between that of a heron and an eagle. There are a number of small, sharp teeth along the edges of the beak.

BOOKA

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOUR CLASS: 7
 MOVE: 12"/18"
 HIT DICE: 1-4 *hit points*
 % IN LAIR: 75%
 TREASURE TYPE: *J*
 NO. OF ATTACKS: *Nil*
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: *Very*
 ALIGNMENT: *Neutral*
(chaotic good)
 SIZE: *S*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
I/9 + 1 per hit point



The booka are sprite-like creatures given to dwelling in attics, in eaves and on sunny rooftops. They hate cold, and in such climes will always be inside, near chimneys. On bright, sunny mornings they will sweep the stairs or porch of the place they dwell in, always doing so when there is nobody around to observe them. If disturbed when involved in such tasks, they will become angry and immediately remove to a new home.

Booka are very fast-moving and can also fly. They can become invisible at will, even when running or flying. They hate evil creatures and will play tricks on them if given the opportunity — hiding valued objects, tangling things like rope, hair, clothing etc., and generally causing trouble.

If a booka is captured or harmed in any way, it is certain that others of its ilk aware of this act will bring dozens of other booka to cause mischief and trouble until the offender frees the captive or makes amends for the harm by giving a valuable gift (such as a sack of gold, jewellery or even something magical) to the booka, placing the item offered on a roof-top and leaving it for a day. Failure to placate angry booka will eventually result in some sort of fatal accident, for the creatures will place snares and traps for the offender.

A booka is only about 1' tall. Both males and females tend to have large features and thin bodies. They can be described, at best, as 'homely'. For purposes of aerial combat, they are manoeuvrability class A, though they will avoid combat of this or any other sort by means of their invisibility, if at all possible.



BOWLER

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 4
MOVE: 6" + special
HIT DICE: 2-5 hp
% IN LAIR: 35%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1 point/hp of the bowler (2-5)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: S-M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1/5 + 1/hp



A bowler is a boulder-like creature found in caves and similar places where the rocks provide it with natural camouflage. A bowler is extremely sensitive to sounds, vibrations, and odors, but it has no visual organs. Upon sensing the approach of prey, a bowler rolls towards its victim, gaining 1" of speed per round of combat, until a maximum move of 15" is achieved. (The vibrations of its own movement enable the monster to detect and avoid walls, pits, etc.) The bowler's attack form is to roll over and crush victims. The weight of a bowler is approximately 28 pounds per hit point. After crushing prey, a bowler rolls back onto the victim and a mouth-like orifice opens to consume the flesh and bone, shell, etc. Each bowler has a central core of a single beryl gem worth a base of 10 gp. Bowlers will roll quietly at first, so there is only a 50% chance that prey will notice them before they are within 40 feet of their intended victim(s). Bowlers may be distant relatives of mimics (q.v.).

BRAIN MOLE

FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: 9
MOVE: 1"
HIT DICE: 1 hit point
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Psionic only
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (3" long)



PSIONIC ABILITY: 121 point attack
Attack/Defense Modes: B/Nil

Small mole-like animals which inhabit most places above and below ground, brain moles are attracted by psionic activity of any sort — including magic spells which duplicate psionic effects. When a brain mole is within 30' of any creature exercising such psionic activity, it will seek to feed upon the energy being used by psionically "burrowing" into the mind. This has the effect of attacking the mind with a 121 point strength mind thrust upon the creature using psionic energy. This burrowing will have a 20% chance per melee round of causing permanent insanity in non-psionically endowed creatures employing psionic energy through spells or magical items. Cessation of the spell or abandoning the use of the magic item will immediately relieve the attack. A psionic under attack must escape the range of the brain mole or kill it to halt its burrowing.

BROWNIE

FREQUENCY: Rare
NO. APPEARING: 4-16
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: ½
% IN LAIR: 20%
TREASURE TYPE: O, P, Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Save as 9th level cleric
MAGIC RESISTANCE: As above
INTELLIGENCE: High
ALIGNMENT: Lawful good
SIZE: S (1½' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Brownies are distant relatives of halflings, (perhaps half halfling, half pixie) but they are smaller and far less common. They are basically friendly to humans and their ilk (dwarves, elves, and halflings), but because they are shy, they are seldom seen and favor quiet, pastoral areas in which to dwell. If encountered on friendly terms, brownies can often (50%) be convinced to help lawful good characters. They are able to make or repair items of wood, leather, metal, etc. with ease. They are also good guides. Brownies can use the following spells once per day: *protection from evil*, *ventriloquism*, *dancing lights*, *continual light*, *mirror image* (3 images), *confusion*, and *dimension door*. Brownies do not usually carry weapons other than short swords. They have exceptional senses in general, are never surprised, and have 18 dexterity. Brownies are capable of blending into the landscape very quickly, in effect using natural cover and speed to become invisible (and escape if desired).

Besides their own language and the alignment tongue, brownies speak elvish, pixieish, and the language of sprites and halflings.

BUCKAWN

FREQUENCY: Rare
 NO. APPEARING: 5-20
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 1-1
 % IN LAIR: 10%
 TREASURE TYPE: X
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: Average to very
 ALIGNMENT: Neutral
 SIZE: S (2' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: III/65 + 1/hp



The buckawn are a race of woodland demihumans of the brownie type. They are less friendly and far more tricky than their cousins, however. Buckawn shun human contact and do not regularly associate with brownies either. Buckawn typically arm themselves with small daggers and quivers of darts. The darts have been known to be drugged or poisoned when the creatures attacked had annoyed or offended the buckawn.

Buckawn can, at the 6th level, use the following spell-like powers, 1 at a time, 1 per round, at will: *audible glamor*, *change self*, *dancing lights*, *invisible*. They also use the following spell-like powers, once each per day, at 6th level: *entangle*, *pass without trace*, *summon insects*, *trip*.

Buckawn have very superior senses and are never surprised. Their vision allows them to see not only into the infra and ultraviolet spectrums, but also to detect invisible creatures with no difficulty. Likewise, their hearing is very keen, and the possibility of someone moving silently near them is reduced by 50%. In 1 turn they can hide in foliage or shadows or move silently with 80% probability.

Buckawn speak the tongue of brownies and a smattering of such languages as are spoken by pixies, satyrs, and sprites.

Buckawn appear much the same as slender brownies with dusky skin. They dress in russets and greens.

BUFFALO

FREQUENCY: Uncommon
 NO. APPEARING: 4-24
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8/1-8
 SPECIAL ATTACKS: Charge
 SPECIAL DEFENSES: Head is armor class 3
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L (5' at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These dangerous herd animals of tropical and subtropical plains will usually attack if approached too closely (6" or less). When attacking, the whole herd is likely to charge. A charging buffalo does 3-18 hit points of damage impacting and 1-4 points trampling. A charge must cover at least 40'. Some species of buffalo (50% chance) are non-aggressive and will flee if threatened.

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BUGBEAR

FREQUENCY: Uncommon
 NO. APPEARING: 6-36
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 3 + 1
 % IN LAIR: 25%
 TREASURE TYPE: Individuals J, K, L, M, B in lair
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 or by weapon
 SPECIAL ATTACKS: Surprise on a 1-3
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to Average (low)
 ALIGNMENT: Chaotic evil
 SIZE: L (7' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Bugbears live in loose bands, and are typically found in the same areas as are goblins. Unlike their smaller cousins, however, these hairy giant goblins operate equally well in bright daylight or great darkness (as they have infravision to 60'), so they are as likely to choose a habitation above ground as they are to select a subterranean abode.

If 12 or more bugbears are encountered there will be a leader with 22-25 hit points (armor class 4, attacks as a 4 hit dice monster, gets +1 on damage caused). If 24 or more are encountered there will be the following additional bugbears: a chief (armor class 3, 28-30 hit points, attacking as 4 hit dice monster, and doing +2 damage) and a sub-chief (as per leader-type above). If encountered in their lair there will always be a chief and sub-chief, and there will be females and young equal to 50% each of the number of males. Neither of the latter types of bugbears will fight unless in a life or death situation. In the latter case the females fight as hobgoblins and the young will fight as kobolds.

The arms carried by bugbears range the gamut of available weapons — from swords to wooden clubs with spikes set in them (morning stars). A fair number of spears are carried by these monsters, and they tend to use them, along with axes, maces, and hammers, as missile weapons. As bugbears are strong they can throw these weapons up to 4", anything under 2" being treated as medium range.

Although bugbears are clumsy looking and walk with a shambling gait, they are actually able to move very quickly and with great stealth, thus surprising opponents 50% of the time.

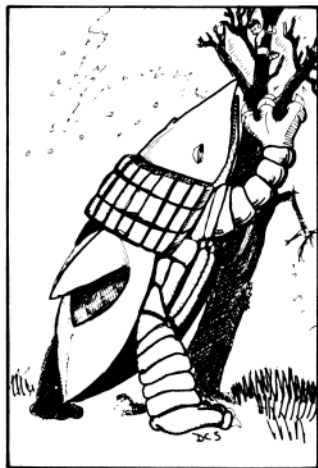
Bugbears speak goblin and hobgoblin in addition to their racial and alignment tongues.

Description: The skin of bugbears is light yellow to yellow brown — typically dull yellow. Their hair ranges in color from lusterless tannish brown to brick red. Their eyes are greenish white with red pupils. The odds and ends of armor they wear, as well as whatever cloth, skins, or hides they drape themselves in, tends to be ill-kept, dirty, and dingy. They live for approximately 75 years.



BULETTE

FREQUENCY: *Very rare*
NO. APPEARING: 1-2 (10% chance)
ARMOR CLASS: -2/4/6
MOVE: 14" (3")
HIT DICE: 9
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 4-48/3-18/3-18
SPECIAL ATTACKS: 8' jump
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: L (9½' tall, 12' + long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



The bulette (or landshark) was thought to be extinct until recently when this horror reappeared. It was the result of a mad wizard's experimental cross breeding of a snapping turtle and armadillo with infusions of demons' ichor. They range temperate climates feeding on horses, men, and most other flesh — although they dislike dwarf and shun elf of any sort. They love halfling and will hungrily dig them from their burrows. The stupid bulette is irascible and always hungry, and they fear nothing, so a bulette will attack a large, powerful party just to eat a horse or two. Sometimes the crest of a burrowing landshark will break the ground — thus the name "landshark." When fighting they usually employ their front feet and gaping maw, but when cornered or seriously wounded they can jump up to 8' in the air with blinding speed and strike with all four feet (3-18 points damage for each of the rear feet as well). The shell under the bulette's crest, an area about a foot and one-half square, is only AC 6, and in a fierce fight the monster tends to raise its crest and expose this vulnerable area. Its eyes are armor class 4, but they are relatively small (8" oval).

The bulette is solitary. Only a mated pair will share the same territory. No young have ever been seen, but smaller (as few as 6 hit dice) specimens have been killed. No one is certain how or where the young are born or hatched. Very large bulette have been reported, one being no less than 11 hit dice and over 11' tall at the shoulder. The great plates behind the bulette's head are highly prized for use in shield making, for a skilled dwarven craftsman can fashion them into a shield of +1 to +3 value.

Description: Typical specimens have blue-brown heads and hind portions, with plates and scales of gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyeballs are yellowish, and the pupils of the eyes are dark-green.

BULL

FREQUENCY: *Common*
NO. APPEARING: 1-20
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: L (5' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The bull is a dangerous opponent, being aggressive and easily aroused to anger. There is a 75% chance that if approached within 8" it will attack. A charging bull will do 3-12 points of damage upon impact with an additional 1-4 points of trampling damage. A charge must cover at least 30'. Such animals as the wild ox and the aurochs fall under this general class. When a herd is present there will be several bulls which will defend the rest.

BULLYWUG

FREQUENCY: *Rare*
NO. APPEARING: 10-80
ARMOR CLASS: 6 (or better)
MOVE: 3"/15"
HIT DICE: 1
% IN LAIR: 20%
TREASURE TYPE: J, K, M, Q(x5) & C(magic only) in lair
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 1-2/1-2/2-5 or by weapon
SPECIAL ATTACKS: Hop
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to average*
ALIGNMENT: *Chaotic evil*
SIZE: S to M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
Regular = 1/18 + 1 per hit point
Leader = 11/36 + 2 per hit point
Shaman or Great Chief = 111/80 + 3 per hit point

The bullywugs are a batrachian race of bipedal monsters which inhabit wet places — rainy forests, marshes, damp caves or virtually any other place which is shady or dark and has water nearby, for bullywugs need to dampen their skins from time to time.

Some types of these creatures are more intelligent than others. The intelligent groups tend to dwell in caves or deserted human habitations, and they will usually have armour, shields and various forms of weapons (use the example of human bandits for arms and armour). The less advanced bullywugs hate their more intelligent fellows and war upon them.

Unless encumbered by armour and shield, a bullywug is able to swim rapidly. Even with such encumbrance, a bullywug can swim at 9" speed. Likewise, with or without adornment, a bullywug can hop forward 3" or upwards 1½". In doing so, the creature adds +1 to its 'to hit' die roll or rolls. If it is using an impaling weapon, the bullywug delivers double damage as a result of a successful hopping attack.

The hopping attack with a weapon is their normal means of melee. However bullywugs without access to weapons, or those which have been disarmed, will still hop to the attack in which case they use two claws (1-2 hit points of damage each) and a bite (2-5 hit points of damage).

Bullywugs have a chameleon-like power; their skin colouration can be grey, green or brown in light or dark shades. Thus, if motionless and in an area which allows use of camouflage power, a bullywug is 75% unlikely to be noticed (this applies to infravision as well, as the colour alteration also alters body heat). When attacking unnoticed from camouflage conditions, the bullywug has a 3 in 6 chance of surprising its victim (5 in 6 if hopping to the attack).

The major weakness of these creatures is that unless they are employing long weapons, their attacks always take place after those of their opponents, due to slow speed of movement or exposure while hopping. Note that a weapon can be set against a hop just as against a charge (which, in effect, a hop is).

Bullywugs form organised bands and are always led by a large individual with a full 8 hit points. If 30 or more of these creatures are encountered, there will be at least 5 large individuals and a leader of 10-13 hit points (effectively a 2-dice monster) doing +1 damage on all attacks. Those using armour etc. will also have a 10% chance per ten creatures in the group of having a tribal shaman of 11-14 hit points. Groups of 60 or more will have a great chief of 16-19 hit points which does +2 damage on all attacks.

These creatures will readily serve chaotic evil masters, human or otherwise. It is rumoured that bullywug-human crossbreeds are viable and that certain degenerate humans dwell in mixed communities with these monsters, serving unnamed things from caverns deep beneath the earth.

The bullywugs have their own, rather primitive language and the more intelligent ones can converse haltingly in the common tongue, though their vocabulary is rather limited. They are held in disdain by sahuagin, who will occasionally raid a bullywug lair for sport and out of sheer malice, eating any captive alive. Lizard men will rarely associate with bullywugs, though there is no open hostility towards them.



BUNYIP

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOUR CLASS: 10
MOVE: 12"
HIT DICE: 5
% IN LAIR: 30%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
(chaotic good)
SIZE: *M (6' long)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
111/90 + 5 per hit point



The bunyip is an aquatic beast resembling a seal covered in thick black fur, with a black mane and unusually powerful jaws. It dwells in lakes, marshes and sluggish rivers.

It is a mischievous beast of playful intent, but is large and strong enough to tip over a small boat. It can also sense the approach of human beings and may (50% chance) rise momentarily above the surface to roar at a nearby party of adventurers; all members of the party who are below the 4th experience level must save at -2 against wands or flee in panic.

If a small creature such as a dwarf is struggling in the water, the bunyip will usually (80% chance) bite in an attempt to sever and swallow a limb, but it will not attack anything larger than a dwarf except in self-defence or unless the victim is already bleeding. A successful bite by the bunyip's powerful jaws inflicts 1-6 hit points of damage. If it attacks on a 'to hit' roll of 20, a limb of the victim is severed (determine at random or according to the circumstances of the attack).



Cactus, Vampire

Climate/Terrain: All desert
Frequency: Very rare
Organization: Solitary
Active Times: Any
Diet: Special
Intelligence: Non-intelligent (0)
Treasure: Incidental
Alignment: Neutral
Reaction Modifier: -3

Number Appearing: 1-3
Armor Class: 7 (leaves), 6 (core), 8 (threads)
Movement: 0
Hit Dice: 3 (core), 1 + 1 (leaf), 4 hp (thread)
THAC0: 16
Number of Attacks: 12
Damage per Attack: 1-2 x 12
Special Attacks: Blood drain
Special Defenses: Nil
Magic Resistance: Nil
Size: Medium (5-6 feet high)
Morale: Fanatical (20)
Experience Value: 65 + 3/hp

Vampire cacti are plants of the deep desert that supplement their water supply by draining liquids from animals that come within range.

Physical Appearance: Vampire cacti resemble century plants, with 12 fleshy leaves each tipped with a sharp needle about 1 inch long. Sprouting from the plant's central core is a single spike rising to a height of 5-6 feet. The leaves are about 5 feet long, but droop towards the ground so the main body of the plant stands about 3 feet high. The leaves are dusty green with a narrow band of yellow around their margins. The needles on their tips are white. The central spike is golden yellow. Once every midsummer a single small flower blooms at the top of the central spike. This flower is blood-red in color. After this flower has been pollinated, a small blood-red fruit forms. This fruit is moist and sweet-tasting, and almost irresistible to most birds.

The plant itself is rooted to one spot, but it can move its leaves rapidly. Vampire cacti are usually surrounded by the skeletons and drained corpses of warm-blooded denizens of the desert (kangaroo rats, etc.).

Combat: The vampire cactus attacks by shooting the needles at the tips of its leaves into its victim. These needles have a range of 3 yards, and remain attached to the leaves by a thick rubbery thread that unreels from within the leaf. This thread is the vessel through which the plant drains its victim's bodily fluids.

The needles do 1-2 points of damage each when they strike. Each subsequent round, the plant drains 1-3 points of liquid (i.e., blood) through each needle that remains in its victim's flesh. The victim can tear free or pull the needles loose, but they are viciously barbed and pulling them

out of flesh causes 1-3 points of damage each. The plant can fire all twelve needles simultaneously, but no more than six can be directed at a single target. The plant can engage as many targets as it has needles. Any needle that fails to penetrate its target is reeled in, and is ready to be fired again in 30 seconds. Once a target is dead, the plant reels in the needles from that target and readies them to fire at any other victim that presents itself. The plant becomes satiated after draining 50 points worth of damage. When it reaches satiation, it reels in all its needles, and does not attack anything again for 48 hours.

The threads connecting the needles to the leaves are very resilient: AC 8, taking 4 hp to sever. The leaves are AC 7, and each takes 1 + 1 hit dice of damage. Damage to threads or leaves does no permanent harm to the plant, since it can regrow a damaged leaf in 5-8 days (although destroying a leaf or severing a thread decreases the plant's number of attacks, of course). The only way to kill the plant is to destroy its core. This core is AC 6, and takes 3 hit dice of damage. Damage done to the leaves doesn't count against this total. Because the core is surrounded by leaves which can move, any attack directed at the core has a 75% chance of hitting a leaf instead.

Vampire cacti are immune to lightning and electrical attacks (they ground the electricity into the desert through their roots). They're very vulnerable to fire, however: Fire-based attacks do double damage. Since they have no mind, *sleep*, *charm*, *illusion* and other mind-affecting magics have no effect.

Habitat/Society: Creatures of the Bright Desert, vampire cacti evolved their blood-draining abilities to help meet their water needs. Other adaptations to life in the deep desert include the dusty-looking surface of their leaves (to help slow down evaporation), the single small bloom (to minimize water loss) and a conductive root system (vampire cacti are often the tallest objects around, and hence frequently struck by desert lightning). Migrating birds seem to have carried the seeds of vampire cacti to the margins of the Dry Steppes, and even to the forbidding Sea of Dust, because some of the deadly plants are found there.

The only treasures to be found near a vampire cactus are the personal possessions of any unlucky victim.

Niche: Nothing eats the vampire cactus: Its tissue is too tough and bitter (in contrast to its fruit). Anything warm-blooded is a potential victim for the cactus.

CAMEL, Wild

FREQUENCY: Common
NO. APPEARING: 1-12
ARMOR CLASS: 7
MOVE: 21"
HIT DICE: 3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Spitting
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal to Semi-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Single humped camels (*dromedaries*) are found only in very warm desert areas. The double humped (*bactrian*) sort are able to abide cold and even non-desert regions. All camels are able to go for up to two weeks without food or water. They can carry loads up to 6,000 gold pieces weight, although this reduces their speed to 9"; if loaded between 4,000 and 5,000 gold pieces, their speed is 15" maximum. (The bactrian camel is 3" slower than the dromedary, so reduce its movement accordingly).

Camels can attack by biting (they can kick, but do not typically do so). They tend to be nasty tempered and may spit at persons coming to ride or use them similarly — 50% chance to do so, 25% chance of blinding for 1-3 melee rounds if they do spit.

Horses tend to dislike the odor of camels.

CARRION CRAWLER

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 3/7
MOVE: 12"
HIT DICE: 3 + 1
% IN LAIR: 50%
TREASURE TYPE: B
NO. OF ATTACKS: 8
DAMAGE/ATTACK: Paralysis
SPECIAL ATTACKS: As above
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (9' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

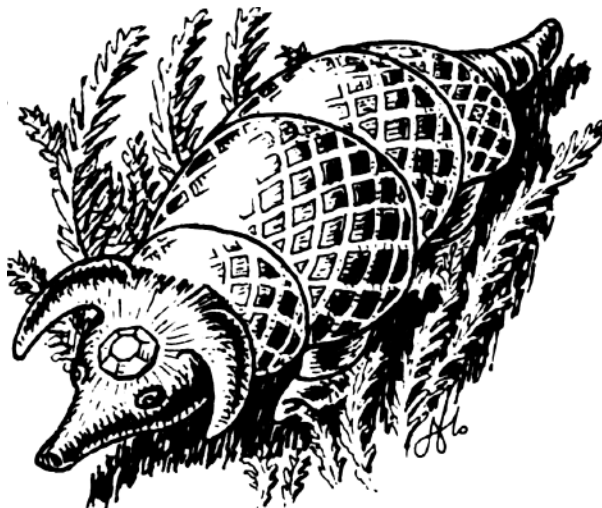
Carion crawlers strongly resemble a cross between a giant green cutworm and a huge cephalopod. They are usually found only in subterranean areas. The carion crawler is, as its name implies, a scavenger, but this does not preclude aggressive attacks upon living creatures, for that insures a constant supply of corpses upon which to feed or for deposit of eggs. The head of the monster is well protected, but its body is only armor class 7. A carion crawler moves quite rapidly on its multiple legs despite its bulk, and a wall or ceiling is as easily traveled as a floor, for each of the beast's feet are equipped with sharp claws which hold it fast. The head is equipped with 8 tentacles which flail at prey; each 2' long tentacle exudes a gummy secretion which when fresh, will paralyze opponents (save versus paralyzation or it takes effect). As there are so many tentacles with which to hit, and thus multiple chances of being paralyzed, these monsters are greatly feared.



CARBUNCLE

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 2
 MOVE: 3"
 HIT DICE: 1
 % IN LAIR: 10%
 TREASURE TYPE: *Nil*
(but see below)
 NO. OF ATTACKS: *Nil*
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *Nil*

SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low — average*
 ALIGNMENT: *Neutral with chaotic tendencies*
 SIZE: *S (3' long)*
 PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
1/14 + 1 per hit point



This small creature is similar to an armadillo with an 'armoured' upper surface of small interlocking 'plates' of tough leathery skin. It feeds exclusively on leaves and small insects and is rarely found outside areas (such as woodland and marshland) where there is a copious supply of such food. Its upper surface armoring is attractively patterned in shades of brown while its underbody is light grey flecked with small green patches.

Set in its head, immediately above its eyes, is a large ruby. This is actually part of the animal and if the beast dies the ruby will shatter into worthless dust. The creature may, however, be coaxed into giving up its ruby by a wizard (or anyone of equal status) who uses a charm monster or charm animal ability. The gem is usually (70%) 500 gp value though rare specimens (25%) have 1,000 gp gems and there is a 5% chance that a carbuncle will have a 5,000 gp gem. If successfully removed a carbuncle's gem will regrow at the rate of 100 gp per month. The value of the gem may change each time it regrows.

The creature has *empathy* and *telepathy*, communicating via the latter, and also slight powers of prophecy concerning the immediate future. Its power of *empathy* enables it to understand the character of each person it encounters and know what that person knows, though its intelligence does not permit it to formulate more than very basic concepts.

If attacked, it puts up no resistance and is easily captured. It can will itself to die, however — it has no fear or conception of death and will give up its life if placed under duress. It will usually approach a party of adventurers and communicate the value of its gem to them, seeking to accompany the party. When this objective has been achieved, however, and it has gained the confidence of the party, its malicious nature will lead it to try to cause disruption within the group, using selective *telepathy* and prophecies, true and false, to breed hostility, suspicion and even fighting between party members. Alternatively — but rarely — it may communicate secretly with nearby monsters to enrage them into attacking the party. Its motives in spreading such dissidence are not entirely clear, but it is the belief of certain sages that the carbuncle's inability to comprehend death makes it fascinated by combat and particularly by death, to the extent that it will do its utmost to promote such events.

Having achieved its objective, the carbuncle will watch the events in morbid fascination then, choosing an opportune moment, it will quietly slip away.

CAT

FREQUENCY:
 NO. APPEARING: 1 or 2-12
 ARMOR CLASS: 6
 MOVE: 5"
 HIT DICE: 1-5 hit points
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-2/1
 SPECIAL ATTACKS: Rear claws

Domestic

Common
 1 or 2-12
 6
 5"
 1-5 hit points
 Nil
 Nil
 2
 1-2/1
 Rear claws

Wild

Uncommon
 1 or 2-5
 5
 18"
 1
 Nil
 Nil
 3
 1-2/1-2/1-2
 Rear claws

SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S*
 PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: 1/5 + 1/hp

See below
 Standard
 Animal
 Neutral
 S
 Nil
 Nil/nil
 1/5 + 1/hp

See below
 Standard
 Animal
 Neutral
 S
 Nil
 Nil/nil
 1/10 + 1/hp

Domestic and wild cats are closely related and most species can interbreed. Domestic cats are found nearly everywhere in temperate to tropical climates; some have "gone wild." Wild cats are found from sub-arctic to tropical regions. The smaller domestic variety has only 1 effective attack with forepaw claws, while the larger wild cat has 2 such attacks. Both gain rear claw rakes if forepaw claw attacks succeed in hitting the opponent. From a domestic cat, rear claw rakes inflict 1-2 points of damage and from a wild cat 1-2/1-2 points of damage.



Both sorts of felines surprise prey on 3 in 6. Both are surprised only on a 1 in 6. Both species are agile climbers and can move up and along tree limbs at half their normal movement rate. Domestic cats will not normally attack medium or large creatures.



CATERWAUL

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 6 (see below)
 MOVE: 18" or 24" (see below)
 HIT DICE: 4+2
 % IN LAIR: 20%
 TREASURE TYPE: *N, R, S, U*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-4/1-4/1-6
 SPECIAL ATTACKS:
 Screech; multiple attacks
 SPECIAL DEFENCES:
 See below
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 IV/170 + 5 per hit point



The caterwaul is a solitary, vicious feline bipedal predator with short midnight-blue fur, yellow eyes and a long tail. Its lair is usually a cave littered with twigs and rushes. Its treasure will consist only of shiny objects and it is particularly fond of gems. The walls of its cave will be covered with raking scratch marks where the caterwaul has honed its claws.

The beast has an uncanny natural agility which varies from individual to individual — roll on the table below when a specimen is encountered, using percentile dice:

% die roll	Armour class bonus	Attacks/round
01-42	0 (AC6)	1/1
43-73	-1 (AC5)	3/2
74-92	-2 (AC4)	3/2
93-00	Roll again on the sub-table below	
01-40	-3 (AC3)	2/1
41-67	-4 (AC2)	2/1
68-85	-5 (AC1)	2/1
86-96	-6 (AC0)	5/2
97-00	-7 (AC-1)	5/2

Armour class bonus: this dexterity bonus also applies to dodging ability and to saving throws against *fireball*, *lightning bolt* and the like.

Attacks/round: use this table in exactly the same way as the multiple attack table for fighters, rangers and paladins.

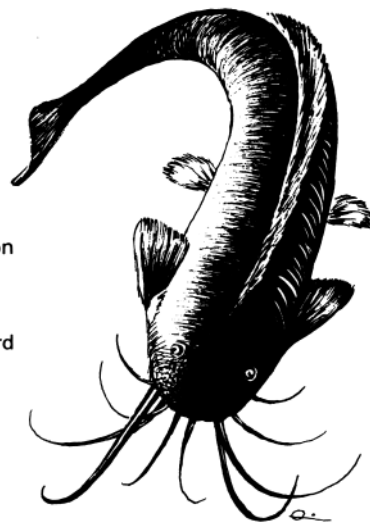
The caterwaul can move swiftly on two legs and can reach top speed (24" rate) in short bursts when dropping to all-fours. As it has the ability to climb almost every surface (base 5% chance of slipping), move silently (75%) and hide in shadows (75%), its preferred method of attack is to lurk high above and spring down on an unsuspecting quarry. It has keen hearing and an exceptional sense of smell and is therefore difficult to surprise (10% chance).

Its initial attack (and this attack only) is always accompanied by a high-pitched keening screech which is of a frequency to do 1-8 hit points of damage to all hearing within 60' (a character who saves against breath takes no damage).

The caterwaul attacks with two claws (1-4 hit points of damage each) and one bite (1-6 hit points of damage) each round, or more frequently as indicated above.

CATFISH, GIANT

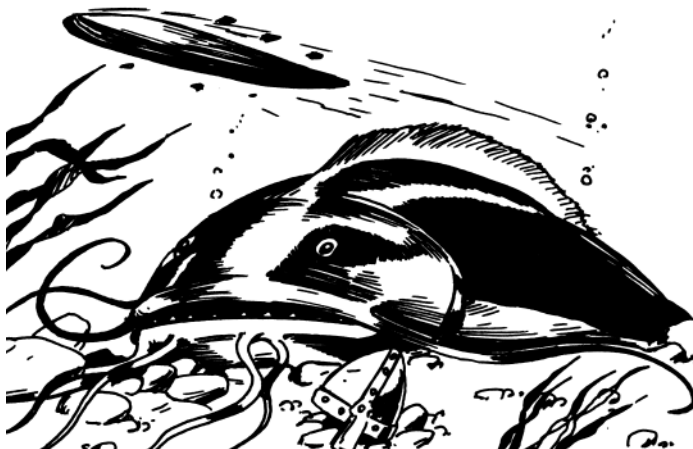
FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 7
 MOVE: //18"
 HIT DICE: 7-10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: *Poison*
 spines, swallow whole
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *L* (16'-24' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/650 + 12/hp



A huge catfish occasionally survives to grow even larger and become a giant of its kind. Catfish of all sorts inhabit fresh waters in warm-temperate to tropical climes. Giant catfish are found only in very large rivers or in lakes fed or emptied by them. They are principally bottom-feeding scavengers, although they are sufficiently aggressive to attack any creature recognized as "food" and of a size small enough to swallow. Specimens of 7 hit dice size can swallow a gnome or halfling, those of 8 hit dice size a dwarf, those of 9 hit dice size a small human or elf, and those of 10 hit dice size a large human whole. Being swallowed inflicts normal damage and confines the victim within the fish. There, the victim will suffer 1 point of damage per round from digestive fluids and has a 5% chance of suffocating each round. The victim must have a sharp edged or pointed weapon in hand when swallowed in order to have any chance of escaping.

Attacks and damage inflicted while inside a catfish are handled normally, and, if and when this internal damage equals 50% of the total hit points of the fish, the victim has succeeded in cutting/stabbing his or her way out. Attacks which pierce the catfish have a 20% chance of inflicting like damage on a previously swallowed victim.

In addition to its normal attack (and swallowing), a giant catfish has many spiny, tentacle-like feelers around the corners of its mouth. These feelers, or "whiskers," secrete a strong poison. Besides biting a victim, the creature will lash its head from side to side, effectively attacking up to 2 other opponents with its poisonous feelers. A creature so hit will take 2-8 points of poison damage or 1-4 points if a successful saving throw vs. poison is made.



CATOBLEPAS

FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 6 + 2
% IN LAIR: 60%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 + *stun*
SPECIAL ATTACKS: Gaze causes death
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (6' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



This nightmare creature is loathsome beyond description and has no redeeming features. Its body resembles that of a huge, bloated buffalo and gives off an offensive odor. The catoblepas' neck is long and thin, and perched atop it is a big head uglier than that of a warthog. Its legs are thick and stumpy, much like a hippopotamus. The creature's tail is strong and snakey, however, and moves with amazing swiftness to strike enemies. Any creature so struck has a base 75% chance of being stunned for 1-10 melee rounds; the base chance being modified by adjustment downward by 5% for every level (or hit die for monsters) above 1. Thus, if an 11th level character is struck by the tail there is only a 25% chance of stunning. Perhaps its habitat — fetid swamps and miasmal marshes — caused the bizarre combination of genetic characteristics in this monster, or perhaps it was due to some ghastly tinkering with life by a demented godling. In any case, the most horrid aspect of the catoblepas is its bloodshot eyes.

The gaze of the catoblepas is equal to a death ray, extending 6" from the eyes (even into the astral and ethereal planes). Any creature which meets this gaze dies without any chance to save itself. Complete surprise (a 2 on 6-sided die) means one of the party encountering the monster has met its gaze. Otherwise the very weak neck of the catoblepas has only a 25% chance of raising the head high enough to use its eyes. If both parties are still this chance increases by 15% per melee round. If the monster must follow quick movements, or if it is shambling along in pursuit of prey, there is only a 10% chance per melee round of the neck raising the head sufficiently high to fix its gaze. A fleeing victim, even with eyes averted, is subject to the deadly effect of the catoblepas' eyes, although there is a saving throw.

CAT LORD

FREQUENCY: Very rare (unique)
NO. APPEARING: 1
ARMOR CLASS: -9
MOVE: 27"/9"
 (plus 30-foot spring)
HIT DICE: 81 hp
 treat as 19 hit dice)
% IN LAIR: .01%
TREASURE TYPE: S,T,W,X
NO. OF ATTACKS: 3
 (see also below)
DAMAGE/ATTACK:
 7-12/7-12/9-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 90%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral
SIZE: M (see below)
PSIONIC ABILITY: Nil
 (immune to psionics)
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE: X/13,900



The cat lord, or master cat, is the ruler of all forms of felines from domestic cats through the giant lynx to the largest of smilodons. Some believe the cat lord to be at least a deity of minor sort; others claim the cat lord to be a malign creature of evil. Those who truly understand felines know that the cat lord is neither good nor evil but concerned with cat-things alone. He roams the Prime Material, Astral, and Ethereal Planes.

Rated in human terms, the cat lord has the following statistics: strength 20, intelligence 19, wisdom 17, dexterity 23, constitution 16, charisma variable (25 with respect to all felines, 22 with respect to were-felines, 18 with respect to partial felines and ailurophiles, 13 with respect to those indifferent to the species, 7 with respect to ailurophobes).

In addition to rapid movement, the master cat can spring forward, backward, or upward for 30 feet. As with most felines, the cat lord always lands on his feet and is instantly prepared for whatever action is to come next.

In feline form, the cat lord attacks with his great forepaw claws and huge teeth. Both claws and teeth are magically sharp and inflict terrible wounds. Because of his speed and ferocity, the cat lord will always have initiative in normal circumstances. On occasion, he will take human form. Then, he will be either a 19th-level thief or a 13th-level monk, with all of the abilities of whichever profession he chooses (with no need for tools) but with movement rate (27") and armor class (-9) unchanged.

In feline form, the cat lord can summon other felines at will. The results of the summoning will be:

01-07	1-4 smilodons	
08-15	2-5 spotted lions	
16-25	3-6 tigers	
26-34	3-6 lions	
35-43	4-7 jaguars	In human form, the cat lord
44-52	5-8 leopards	can summon the following:
53-61	5-8 cheetahs	
62-70	6-9 mountain lions	01-15 1-2 weretigers
71-00	6-9 wild cats	16-30 5-8 elfin cats
		31-45 7-12 giant lynxes
		46-00 31-50 domestic cats

Summoned felines, even of the were-sort, are completely loyal to and will obey every command of the cat lord. Even when he appears in human form, any feline will immediately recognize the cat lord.

The cat lord has the following spell-like powers which are used 1 at a time, 1 per round, at will: *astral travel* (1 per day), *blur*, *detect evil/good*, *dimension door* (9 per day), *etherealness* (2 per day), *haste* (2 per day; does not apply when in human monk form), *hypnotism*, *improved invisibility*, *speed* (as potion), *telepathy*, *teleport* without error (1 per day).

When the cat lord is in feline form, melee attack routine also includes a spit. He can spit only prior to biting every other round. The spit is directed against 1 opponent only. No to-hit roll is needed. That creature must save vs. spells or be blinded. Blindness will persist until a *cure blindness* or *dispel magic* is cast upon the affected individual. This power, as are all of the powers of the cat lord, is at 19th level of ability. This information is required for such things as the casting of a *dispel magic*+ to remove blindness after a spit. If the cat lord foregoes melee attack, he can yowl. This piercing howl will stun all creatures, except other felines, within a 19-foot radius, unless they save vs. spells. Stunned creatures will be unable to move, attack, or defend for 1-4 rounds.

The cat lord can lick his wounds 9 times per day, each such lick restoring 2d4 points of damage. The cat lord has hearing and vision 5 times that of human normal. He always moves with 99% silence. He possesses ultravision of 2 times normal power and infravision of 5 times normal (300 feet). The cat lord speaks the languages of all sorts of felines. He can also converse with caterwauls, chimeras, displacer beasts, dragongones, sea lions, kamadans, tabaxi and weretigers of all sorts. In human form he speaks Common and the secret language of neutrals. The cat lord can communicate telepathically with nearly any creature, if necessary.

The cat lord appears as a black cat, black panther, pale human with dark hair, or dark-skinned human. In human form he always wears black garb with gold and gems matching feline colors. Other than cats, his only known friend is the deity Xan Yae.

CATTLE, Wild

FREQUENCY: Common
 NO. APPEARING: 20-200
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 1-4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: Stampede
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Wild cattle roam many wilderness areas, and they are frequently encountered. They are likely to flee any threat, although the males of the herd are likely (75%) to attack if the intruders come upon the herd before it has a chance to run away (see BULL). There is also a 25% chance that a herd of wild cattle will stampede directly at the party. If cattle stampede and there is no cover (rocks, trees, logs, a wall, etc.) then roll two 4-sided dice for each member of the party in the path of the stampede in order to find how many cattle trample each party member. Trampling causes 1-4 hit points of damage per creature trampling.

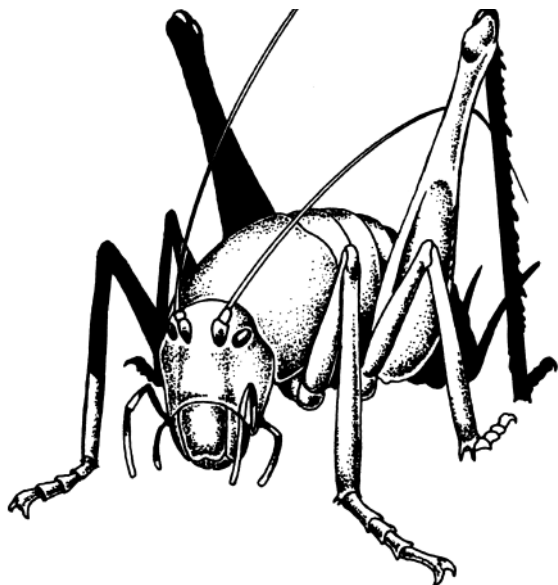
CAVE CRICKET

FREQUENCY: Rare
 NO. APPEARING: 1-8
 ARMOR CLASS: 4
 MOVE: 6"; hop 3"
 HIT DICE: 1+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACKS: Nil
 SPECIAL ATTACKS: Jump/kick

SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S-M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: 1/20+2/hp

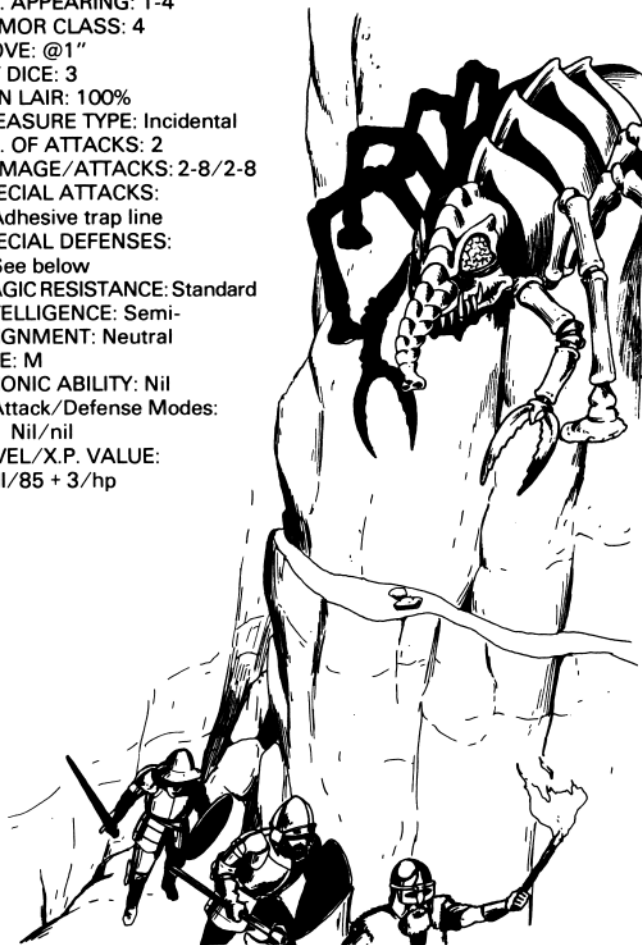
The basically harmless giant cave cricket is typically only a noisy insect pest. If a victim is within 20 feet when it starts its chirping sound, the noise will drown out all speech and, incidentally, have a 2 in 6 chance of drawing all predators within hearing range (about 90"). If frightened, the giant cave cricket has a 1 in 6 chance per individual of leaping on a character within hopping distance, inadvertently inflicting 1-4 points of damage. Those not actually landing on any characters still have normal to-hit probabilities of accidentally kicking someone with their powerful hind legs. Any creatures within 10 feet of a giant cave cricket will be so attacked. Roll to find which character each monster attacks and then roll for kick hits.

Giant cave crickets are the same as normal crickets, save for their size and pale gray or white coloration. They eat vegetation, cloth, paper, and even fungi.



CAVE FISHER

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: @1"
 HIT DICE: 3
 % IN LAIR: 100%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 2-8/2-8
 SPECIAL ATTACKS:
 Adhesive trap line
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 Ill/85 + 3/hp



Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60-feet long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament from its proboscis with great speed and accuracy, striking as a 6 hit dice monster. It will then "reel in" its prey at a rate of 15 feet per round, using a complex organic winch housed in an armored protuberance behind its head. A cave fisher can pull in prey weighing up to 400 pounds (4000 gp weight). The adhesive on the sucker head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood, which also contains a lot of alcohol. The filaments are so strong that they can be cut only by a +1 or better edged weapon and so thin that there is only a 20% chance of noticing them within 10 feet and no chance beyond that distance.

When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's 8 legs end in powerful pincers. The other 6 are used by the creature to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive that coats its filament.

Cave fishers prefer to hide on ledges over much-traveled paths. They string their filaments across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking 1 round to do so) and then fire at the potential victim. If it misses, it will try again for as long as the prey is in range.

A cave fisher's ledge or niche is usually covered with the bones and belongings of its victims. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.

CAVE MORAY

FREQUENCY: Rare
NO. APPEARING: 4-16
ARMOR CLASS: 0/5
MOVE: 1"
HIT DICE: 4+4
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1/round
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS:
 Surprise on a 1-5
SPECIAL DEFENSES:
 Withdraw into cyst
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE: 130+5/hp

These slug-like creatures form colonies in caves. They dwell in cyst-like burrows in the stony walls, and whenever prey passes they strike out, typically from both sides of the passage. Striking range varies from 3-5 feet. The creature must withdraw into its cyst to recoil for another strike. A cave moray has an armor class 5 body, but it's so fast that there is only a 1 in 20 chance of striking one thus exposed.

Cave morays have brownish-gray skin. Their heads are knobby and splotched, and their eyes are dull brown and bulbous, and they look like rock.

CENTAUR

FREQUENCY: Rare
NO. APPEARING: 4-24
ARMOR CLASS: 5 (4)
MOVE: 18"
HIT DICE: 4
% IN LAIR: 5%
TREASURE TYPE: M, Q, with each;
 D, I, T in lair
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: Human
 weapon
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low-Average
ALIGNMENT: Neutral-Chaotic
 good
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Centaur dwell in secluded pastures, far from human habitation. Roving bands of these creatures always carry weapons, and leaders will carry shields. Half of the centaurs in a band will be armed with oaken clubs (equal to morning stars, 1-8 or 1-6 hit points damage/attack), one-quarter will have composite long bows and 10-30 arrows (24" range, 1-6 hit points damage/attack), and the remaining quarter will be leaders (AC 4) with shield and lance (1-8 or 2-24 hit points damage/attack). Leaders will have double treasure. In melee each centaur attacks two times, once with his weapon and then as a horse with his two fore hooves.

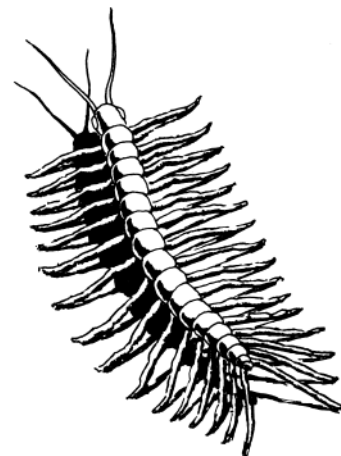
If centaurs are encountered in their lair it will be a hidden glen with rich grass and running water. Here, there will be found 1-6 additional males, females equal to twice the number of males, and young from 5-30 in number. Females (3 hit dice) and young (1-3 hit dice) do not use weapons and will only fight with their hooves in a life and death situation. If the females and young are threatened, the centaurs will be 90% likely to ransom them with their main treasure. They speak their own language and that of their alignment.

Centaur are not generally friendly with humans or dwarves; they tolerate gnomes and halflings; they are friendly with elves and like wood elves.

CENTIPEDE

	Huge	Megalo-
FREQUENCY:	Common	Very rare
NO. APPEARING:	5-30	1-4
ARMOR CLASS:	9	5
MOVE:	21"	18"
HIT DICE:	1 hit point	3
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	Nil	1-3
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	S (1 1/2' long)	M (5' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	II/31	III/125 +3/hp

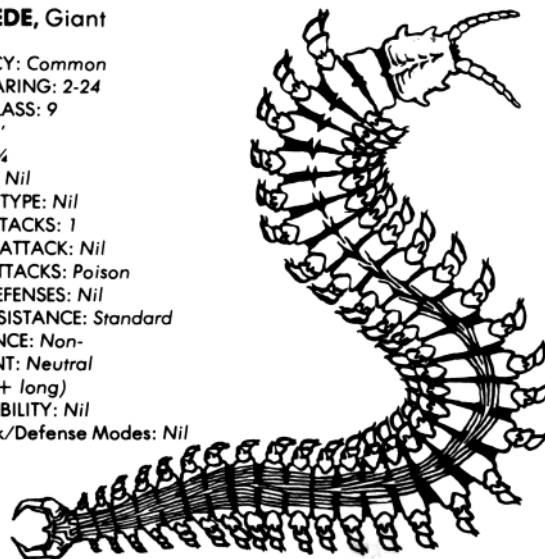
Huge Centipedes: Huge centipedes are simply smaller versions of giant centipedes. They conform in most respects to their larger counterparts, including having a weak poison which allows a +4 on saves vs. its effects. However, due to their smaller size, failure to save vs. poison results in the victim taking 4-16 points of damage rather than death. Huge centipedes make saving throws at -2.



Megalo-centipedes: Megalo-centipedes are colossal cousins of giant centipedes. These creatures have a virulent toxin which requires saving throws to be made at the normal chances. When the save is successful, the poison burns the skin rather than being injected into the blood stream, and the victim merely takes 1-8 points of damage. Megalo-centipedes gain normal saving throws themselves.

CENTIPEDE, Giant

FREQUENCY: Common
NO. APPEARING: 2-24
ARMOR CLASS: 9
MOVE: 15"
HIT DICE: 1/4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (1' + long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



These nasty creatures are found nearly everywhere. They are aggressive and rush forth to bite their prey, injecting poison into the wound, but in many cases this poison is weak and not fatal (add +4 to saving throw die roll). Also, as the centipede is small, it is less likely to resist attacks which allow it a saving throw (-1 on die).

Centipedes come in many colors — pale gray to black, red to brown.

CEREBRAL PARASITE

FREQUENCY: Rare
NO. APPEARING: 3-12
ARMOR CLASS: n/a
MOVE: n/a
HIT DICE: n/a
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: 0
SPECIAL ATTACKS: Infestation
SPECIAL DEFENSES: Not harmed
 except by cure disease
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (flea-sized)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These creatures are not visible to the human eye and can only be detected psionically by means of careful examination of a person's aura. They can be removed only by a cure disease spell. If a psionically endowed creature comes within 1" of cerebral parasites they will attack but the attack will be completely unnoted. Thereafter, whenever psionic abilities, including attacks/defenses, are used, the parasites will drain additional psionic energy to feed upon. Each parasite will drain one energy point. Furthermore, after one has fed upon six psionic energy points it will reproduce another parasite, and thereafter continue to drain energy, as will its offspring. They cannot be psionically attacked.

Cerebral parasites inhabit the astral and ethereal planes as well as the material plane.

Changecat

Climate/Terrain: Temperate forest, grassland and forested hills

Frequency: Rare

Organization: Solitary

Active Times: Any

Diet: Carnivore

Intelligence: Animal (1)

Treasure: Incidental

Alignment: Neutral, good tendencies

Reaction Modifier: +1

Number Appearing: 1

Armor Class: 8 (7)

Movement: 9" (15", 45" for 2-round "sprint")

Hit Dice: 4

THAC0: 15

Number of Attacks: 1 claw, 1 bite (2 claws, 1 bite)

Damage per Attack: 1-2 (claw), 1 (bite) (1-3 (claw) x 2, 2-12 (bite))

Special Attacks: Rear claws for 1-2 (Rear claws for 1-4) x 2

Special Defenses: Surprised only on a 1

Magic Resistance: Nil

Size: Tiny (10" high at shoulder) (medium (3 feet high at shoulder))

Morale: Elite (17)

Experience Value: 85 + 4/hp

Changecats are feline creatures with two forms: One is identical to a normal house cat; the other is similar to a large plains cat like a cheetah. The changecat can change between these forms at will. (In the listing above, statistics outside the parentheses refer to the house cat form; statistics within parentheses refer to the plains cat form.)

Physical Appearance: In its smaller form, the changecat is indistinguishable from a domestic cat. Coloration varies from pure black through tabby to pure white (the same range as a house cat). The only difference is in the creature's eyes: They're even steadier than a normal cat's, and hold more confidence.

In its larger form, the changecat is similar in size and body line to a cheetah: sleek, powerful, and very fast. Its coat is tawny like a lion's, and lacks the spots that mark a cheetah. Like a cheetah, its claws are non-retractable, designed for traction as well as for combat.

Combat: In house cat form, the changecat has only one effective attack with its front claws. If this front claw attack succeeds, it can also rake with its rear claws (treat as one attack). In plains cat form, the creature has two front claw attacks. If both are successful, it can rake with both rear claws (treat as independent attacks). In both forms, the changecat moves so silently that it surprises prey on a 3 in 6. Because of its highly-attuned senses and instincts, it is surprised only on a 1 in 6. Its balance and dexterity are such that a changecat—in either form—always lands on its feet.



The changecat can change between its two forms at will, but the transformation takes one round. It can make up to five changes per day. There is no limit to the amount of time it can remain in one form. Normally, it spends most of its time in house cat form. If threatened, however, it immediately changes into plains cat form, becoming a dangerous adversary.

In house cat form, the creature rarely attacks anything larger than itself, preferring prey such as mice, small rats, and birds. In plains cat form, it hunts larger prey such as deer or antelope. Its hunting style is to stalk its prey until it gets within 100 yards or so, and then burst from concealment, using its amazing sprint speed to run the creature down. The changecat can maintain this sprint speed for two rounds, and then must rest for two rounds before sprinting again.

Habitat/Society: The changecat resulted from a Rel Astran wizard's experimentation many decades ago. While attempting to engineer a perfect animal companion and guardian, he magically manipulated a normal house cat's DNA, producing the first changecat. To the wizard's surprise, the trait bred true: Changecats can breed with any feline, and the offspring all retain the full abilities of a changecat.

Though they arose to the east of the Grandwood Forest, changecats have been spread steadily westward and throughout the world. By nature, they're solitary (at least with regard to other felines), and breed only once each year, producing small litters of one to three offspring. (This is fortunate; otherwise they might overrun the planet.)

A changecat must eat enough to support its body mass in the form it currently holds. Thus, it's in the creature's best interest to remain in house cat form as much as possible (a small cat can easily find enough food to sustain itself where a cheetah might have difficulty).

The changecat has an affinity for humans, elves and half-elves. It treats smaller demihumans (halflings, gnomes and dwarves) with suspicion, and has a strong antipathy towards half-orcs. If a human or demihuman treats it kindly, it's likely to adopt that person and travel with him or her (75% chance). Once it has adopted a buddy, it will normally maintain house cat form, not giving its companion any clue that it's more than the domestic cat it appears to be. If its companion is threatened, however, it is 50% likely to change form and fight to defend him or her. It will never hunt humans or demihumans, or attack them without provocation.

Niche: The changecat is at the top of the food chain. It rarely hunts intelligent creatures, preferring herd animals as easier prey. In plains cat form, it has no natural enemies (except, perhaps, for man). In house cat form, it may be hunted by larger creatures that might normally eat cats... but the hunters are in for a nasty—and potentially terminal—surprise.

CHEETAH

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 15" (45" for 3-round "sprint")
HIT DICE: 3
% IN LAIR: 15%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-2/1-2/2-8
SPECIAL ATTACKS: Rear claws for 1-2/1-2
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/65 + 3/hp



The cheetah is found on tropical plains and grasslands. It is the only cat with nonretractable claws, and, if taken young, is the only large cat that can be trained and domesticated to a trustworthy level at all times. (Lion-lovers claim that cheetahs are no more faithful than lions. The debate is unresolved.) As with all cats, cheetahs are carnivores who actively stalk and kill game to survive. Because of their camouflage coloration and hunting skill, they surprise on 3 in 6. These felines can burst into triple speed, a 45" "sprint" for 3 rounds. They must rest 3 turns before again sprinting. Cheetahs can spring 10 feet upwards or forward as much as 20 feet. If both forepaws hit during an attack, the cheetah gains 2 additional raking attacks with its rear claws.

If found in its lair, and only 1 or 2 animals are indicated, there will also be 1-4 cubs there. These young have no effective attack. Naturally, parent animals will give their lives in defense of the young. Parent animals defending their young attack at 2 to hit and to damage.

CHIMERA

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 6/5/2
MOVE: 9"/18"
HIT DICE: 9
% IN LAIR: 40%
TREASURE TYPE: F
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1-3/1-3/1-4/1-4/2-8/3-12
SPECIAL ATTACKS: Breath weapon
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Chaotic evil
SIZE: L (4' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



The chimera combines features of three creatures in a monstrous manner. Its hind quarters are those of a huge goat, its foreparts are those of a lion, its body sports dragon wings, and it has three large heads. It can claw with its fore legs, its goat head is armed with two long horns, its lion head has powerful jaws and sharp teeth, and its dragon head is likewise equipped. If a chimera desires (50% chance) its dragon head can breathe fire with a range of 5' and causing 3-24 points damage (saving throw applicable). Chimeras speak a very limited form of red dragon language.

Description: The goatish body parts are black with amber eyes and yellowish horns. The lion-like parts are tawny yellow with a dark brown mane, green eyes, and red maw. The dragon wings are brownish-black, the dragon head orange, and the eyes and mouth black.

CHOKER CREEPER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 6 (vine)/5 (stalk)
MOVE: 1/2"
HIT DICE: 25 (see below)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 8 (or more)
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Strangulation
SPECIAL DEFENSES: See below

SPECIAL ATTACKS: Strangulation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Mod: Nil/nil
LEVEL/X.P. VALUE: IX/7600 + 35/hp

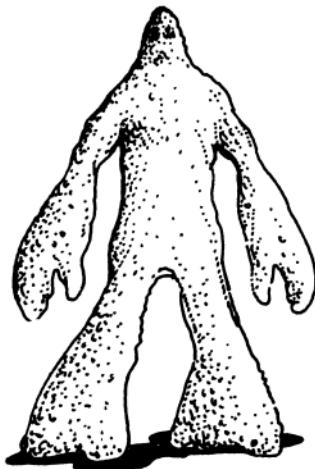
The choke creeper, or strangler vine, seems to be a cousin to the hangman tree (q.v.). The plant stem grows to near tree-trunk thickness, may be over 100 feet long, and may have a score or more of creeping, strangling vines. Vines creep 5 feet per round by use of flexible tendrils. Each vine takes 2-16 points of damage to sever, and the larger the plant, the harder the vine.

Small choke creepers have only 1 pip per hit die, and the huge old ones have 8 per die (200 points). Damage to attacking strangler vines does not affect the main plant. Vines are attracted to light and movement. As they appear to be normal vegetation, they usually can grab unsuspecting victims. Once the victims are held, they are squeezed for 1-4 points of damage per turn. There is a 10% chance per turn of squeezing that a vine will use a strangling grip. The victim dies at the end of the succeeding round. There are typically 8 strangler vines along each 10-foot section of the choke creeper plant and double that number at its end portion. These mobile vines usually fan out to cover a 360 degree area. Each vine branch is 9-16 feet long.

A choke creeper is not affected by small, torch-sized fires, but a hot fire, such as of burning oil, will cause normal damage and mobile vines will move away. Cold will cause 1 point of damage per damage die and immobilize the plant sections struck for 2-5 rounds. Electrical attacks double the movement rate of vines for 2-5 rounds and do no damage to the plant.

CIFAL

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOUR CLASS: 6
 MOVE: 6" (see below)
 HIT DICE: 8 or 10 (see below)
 % IN LAIR: 15%
 TREASURE TYPE: Q
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-12
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES:
 Damage from edged weapons reduced — see below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 VII/1,350 + 14 per hit point



The cifal — the name is acronymic of 'colonial insect-formed artificial life' — is an agglomeration of several swarms of insects (several hundred thousand insects to each swarm) which come together to form a single amorphous creature about man-sized.

The mass as a whole has 8 hit dice while another 2 hit dice are involved in providing the nuclear energy required to keep the constituent swarms locked in a single body. It is from the hit points of the latter 2 hit dice that initial damage is extracted, and if these hit points are lost the mass body will separate into its individual component insects, at which point the insects will fly away at 24" rate — they will only attack and defend in mass body form. However, the hit points of the binding force may be replaced from the hit points of the remainder of the mass body at the rate of 2 hit points per melee round.

The cifal attacks by an agglomeration of tiny bites which collectively inflict 1-12 hit points of damage.

Edged weapons only cause 1 hit point of damage on the cifal whatever type of weapon is used and whether it is magical or not. Blunt weapons cause full normal damage.

Strictly speaking, this creature does not fly and the movement rate given above refers to movement along the ground, albeit the result of the flying speed of the swarms restricted by the need to maintain coherence of shape. The cifal has no aerial manoeuvrability class, but the constituent insects are of manoeuvrability class A.

CLOAKER

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 3 (1)
 MOVE: 1"/15" (MC:D)
 HIT DICE: 6
 % IN LAIR: 15%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2+ special
 DAMAGE/ATTACKS:
 1-6/1-6/+ special
 SPECIAL ATTACK: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 (See below)
 ALIGNMENT: *Chaotic neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/350 + 6/hp



A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in deep, dark caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only magic-users are able to communicate with them.

A cloaker resembles a large semicircular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eyespots cover its back like buttons on a cloak, and when the tail is hidden it is almost impossible to distinguish a cloaker from a real cloak. In the middle of its front is a large gaping mouth and 2 glowing red eyespots. Because of all of its eyes a cloaker cannot be surprised by an attack from the rear side. Cloakers are lightweight and can fly at a rate of 15" or creep with their claws along walls at 1".

Cloakers attack by flying at a character and wrapping the victim in their folds, pinning the victim's arms, and preventing the victim from returning the attack. Once a character is wrapped a cloaker may then bite at the victim's belly or back; points of damage done are 1-4 plus the unadjusted armor class of the victim. The cloaker may normally strike with its tail twice per round for 1-6 points of damage. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail is armor class 1 and can take 16 points of damage before being cut off.

Any attacks on the cloaker while it is wrapped around a victim will cause half-damage to the victim and half-damage to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker.

Cloakers

The members of this mysterious race are referred to as the true children of the earth. Although probably native to the Prime Plane, cloakers and their kin seem to have strong ties to the Elemental Plane of Earth. Cloakers are the most intelligent variety of their type, which includes lurkers, miners, trappers, and mantari. The other creatures often accompany cloakers, seemingly as servants.

Cloakers resist all contact with other races. Attempts to deal with the cloakers always result in violence and bloodshed.

The cloaker culture appears to have little organization. They neither use tools nor build permanent structures. When danger threatens a community, each cloaker seems to sense what it should do to further the best interests of the community. Though cloaker territories are easily conquered by organized foes, savage guerrilla warfare often convinces the conquerors to relinquish their gains. Cloakers sacrifice their less-intelligent kin in great numbers defeat an enemy.

Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects as the monster desires. The lowest intensity level of moaning causes nervousness and unease to all who are within range. It will numb the minds of those who listen to it for more than 6 consecutive turns, making them zombie-like. Anyone within hearing range of this moaning will fight at -2 to hit and damage. This effect has a range of 80 feet.

The 2nd level of intensity evokes fear, as would a *fear* spell within a 30-foot range. Characters must save vs. spells or run in terror. The duration of this fear will last only 2 rounds.

The 3rd level of intensity causes nausea and weakness very similar to that caused by a *stinking cloud* spell. The area of effect is a cone 30 feet long and 20 feet wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must save vs. poison or be helpless due to nausea.

The 4th level of intensity acts as a *hold person* spell. This effect can only be used on 1 target at a time, up to a 30-foot range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of a *neutralize poison* spell.

A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponent's sight, increasing its own armor class to 1. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers (treat as a *mirror image* spell). A *light spell* will blind a cloaker and prevent shadow shifting.

CLUBNEK

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-8
 ARMOUR CLASS: 8
 MOVE: 12" (*see below*)
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/1-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/20 + 2 per hit point



These creatures are mutated forms of the ostrich with hard bony beaks which can inflict 1-8 hit points of damage. They also fight with their two claws, each of which inflicts 1-6 hit points of damage.

They can make occasional bursts of high speed and can achieve a movement rate of 24" one melee round in every five.

Clubneks are coloured varying shades of green and have yellow beaks. They are not normally aggressive unless threatened, but their behaviour is rather erratic and unpredictable. Normally they are herbivorous and are rarely found below the ground, preferring to roam meadowland and woods.

COCKATRICE

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 6"/18"
 HIT DICE: 5
 % IN LAIR: 30%
 TREASURE TYPE: *D*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: *Touch turns to stone*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Cockatrices are found in temperate to tropical regions, both above and below ground. They can inflict only minor wounds with their beaks, but their touch will turn flesh to stone (save versus stone or petrified). Note that the petrification aura of this monster extends into both the astral and ethereal planes and can thus affect creatures in these planes as well (cf. *BASILISK*).

Description: The serpentine tail of the cockatrice is yellow green, its feet and beak yellow, its wings are gray, its feathers are golden brown, and its wattles, comb, eyes, and tongue are red.

COUATL

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 6"/18"
 HIT DICE: 9
 % IN LAIR: 10%
 TREASURE TYPE: *B, I*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-3/2-8
 SPECIAL ATTACKS: *Poison, magic use*
 SPECIAL DEFENSES: *Become ethereal*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful good*
 SIZE: *M (12' long)*
 PSIONIC ABILITY: 60-110
 Attack/Defense Modes: *vary*

These winged, feathered serpents are rarely found anywhere except in warm, jungle-like regions or flying through the ether. Due to their intelligence and powers they are regarded with awe by the inhabitants of their homelands and considered to be divine. Couatl rarely interfere in human affairs. They are able to polymorph themselves and they use magic — as a 5th level magic-user and/or 7th level cleric (45% use magic-user spells, 35% clerical spells, 20% use both). In melee they attack both by poisonous bite (saving throw applicable) and constriction; if a constriction attack succeeds, the victim takes 2-8 hit points of damage that melee round and each round thereafter until one or the other is killed.

Couatl are psionically aware and have 2 major and 4 minor disciplines, with commensurate attack and defense modes. Couatl speak several human languages and most serpent and avian languages as well.



CRAB, Giant

FREQUENCY: *Rare*
 NO. APPEARING: 2-12
 ARMOR CLASS: 3
 MOVE: 9"
 HIT DICE: 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-8/2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (4' + dia.)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Giant crabs are found in any area near water of any sort. They operate equally well on land or in water, always seeking to find something to eat. Their eyes, being on stalks, can peek over ledges or around corners with ease. They tend to hide and rush forth to seize their prey (surprise on a 1-4 on a 6-sided die).

**CRAYFISH, Giant**

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 6" // 12"
 HIT DICE: 4 + 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-12/2-12
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (8' + long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These strange monsters are found only in fresh water. They move slowly when walking, but they can swim with great rapidity for short periods. Like giant crabs, giant crayfish hide in order to rush out and seize their prey (surprise on a 1-3 on a 6-sided die).

CRABMAN

FREQUENCY: *Rare*
 NO. APPEARING: 2-12
 ARMOUR CLASS: 4
 MOVE: 9"//6"
 HIT DICE: 3
 % IN LAIR: 25%
 TREASURE TYPE: *K*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-4/1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low to average*
 ALIGNMENT: *Neutral*
 SIZE: L (9' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE: 11/35 + 3 per hit point



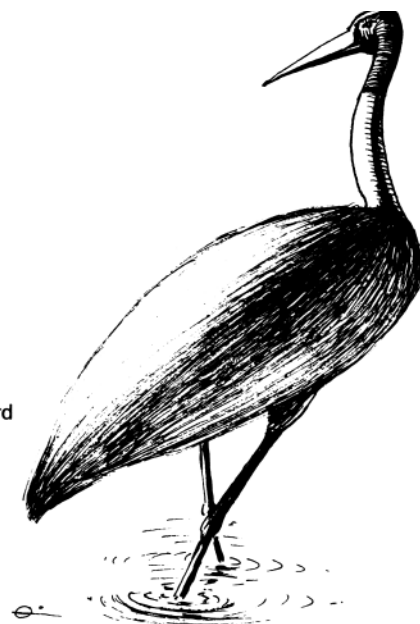
Amphibious creatures usually found in sea-shore caves, crabmen are humanoid in appearance but with a hard, reddish-brown exoskeleton. Instead of hands they have two pincers which they use in combat, each inflicting 1-4 hit points of damage on a victim.

Crabmen greatly value silver and will go to any lengths to obtain it, even attacking a character suspected of carrying any item made of this metal. In normal circumstances, however, they are quite pacific creatures, though from time to time an instinct makes them leave their coastal dwelling to mount a savage raid inland, roaming in bands of 30 or 40 creatures and pillaging all property in their path, not hesitating to attack those who would defend.

Crabmen are often subjected to raids by sahuagin who consider them a tasty delicacy. However the sahuagin's usual net-throwing tactics are ineffective against crabmen since the latter's natural weaponry allows them to cut through nets very quickly.

CRANE, GIANT

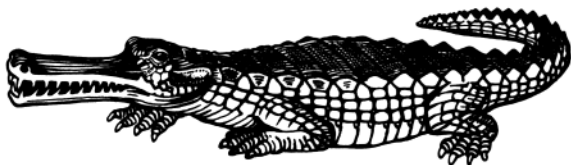
FREQUENCY: *Rare*
 NO. APPEARING: 1-20
 ARMOR CLASS: 5
 MOVE: 9"//18" (MC:C)
 HIT DICE: 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: M (7' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: 11/35 + 3/hp



Giant cranes are found in the same habitats as are ordinary cranes, herons, bitterns, and similar wading birds. They hunt large fish in marshes and swamps, along the banks of watercourses, or on lake verges. Although generally nonaggressive, giant cranes are protective of their mates, young, and nesting areas. If more than 10 are encountered, it is 50% likely that each additional bird will be an immature specimen. If 20 are encountered, there is a 50% chance that they are part of a great flock of 31-50 (1d20+30). From 3-12 of the flock will be half-grown fledglings.

CROCODILE

	Normal	Giant
FREQUENCY:	Common	Very rare to common
NO. APPEARING:	3-24	1 to 2-12
ARMOR CLASS:	5	4
MOVE:	6"/12"	6"/12"
HIT DICE:	3	7
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-8/1-12	3-18/2-20
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L (8'-15' long)	L (21'-30' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil



Although some of these reptiles are of giant-size, such monsters are typically found only in salt water or in prehistoric settings. All crocodiles are stupid and voracious eaters. They are sluggish in cold weather (cut movement 50%). They typically lie in concealment in order to surprise prey (surprise on 1-3 on a 6-sided die).

Crystallmist

Climate/Terrain: Temperate and sub-tropical mountains

Frequency: Uncommon

Organization: Swarm

Active Times: Night

Diet: Nil

Intelligence: Non-intelligent (0) / animal (1)

Treasure: Nil

Alignment: Neutral

Reaction Modifier: -5

Number Appearing: 1 swarm of 200 + 1d100

Armor Class: 10 (7)

Movement: /18"/(6")

Hit Dice: 1 hp (50 hp)

THACO: Nil (13)

Number of Attacks: Nil (1)

Damage per Attack: Nil (1-6)

Special Attacks: Light beams

Special Defenses: Nil

Magic Resistance: Nil

Size: Tiny (1/2" diameter) (small (12" diameter))

Morale: See below

Experience Value: 3 (75)

The crystallmist is a swarm of living crystals that dwells in high mountainous regions. When threatened, the individuals in the swarm can combine to form a community with enhanced intelligence and powers. (In the listing above, statistics before parentheses refer to the individual creature; statistics within parentheses refer to the community.)

Physical Appearance: An individual crystallmist creature appears as a tiny drifting crystal, like a large snowflake with its own internal light. This light can be any

color. The individuals congregate in large multicolored swarms that drift aimlessly through the air. If the swarm is threatened, the individuals coalesce, forming larger crystal communities approximately a foot in diameter. Each community is composed of 50 individuals, and takes one round to form. Communities can hover and move slowly. They glow with a pure white light.

Combat: The individuals have no combat abilities and no measurable intelligence. The communities, on the other hand, have animal awareness. They are also able to generate brilliant beams of white light with a range of 20 feet. These beams are intense enough to cause damage, and can ignite flammable materials if they fail their saving throw against magical fire. Armor can absorb or reflect these beams (although sometimes at the cost of igniting the armor's material), so attacks are handled with a regular hit roll, rather than as a spell attack/saving throw situation. If a community's hit roll is unsuccessful but still exceeds 3 (the roll necessary for the creature to hit AC 10), the beam has struck the target's shield or a piece of armor. If the equipment struck is flammable (e.g., padded armor, wooden shield, etc.), it must save against magical fire or burst into flame.

A community consists of 50 individuals, and so has 50 hp; however, if it receives 10 or more points of damage, it breaks apart into its component individuals. Each point of damage done to the community destroys one individual (thus a community sustaining 12 points of damage will immediately decompose into 38 individuals). Individuals from a scattered community won't form another community for 5 rounds after the dissolution of their last community.

Crystallmists—whether individuals or communities—are immune to *sleep*, *charm*, *illusion*, or other mind-affecting magics.

Crystallmists have limited and temporary awareness, and hence have no morale in the normal sense. As dictated by the constraints above, crystallmists will continue to form communities and attack until the threat to the swarm has gone, or until they have all been destroyed.

Habitat/Society: Individual crystallmists have less self-awareness and intelligence than insects. Over the millennia, however, they've evolved the ability to coalesce into larger communities in time of need. In these communities, the insignificant minds of individuals merge together to produce animal-level intelligence.

Crystallmist communities form if any creature tries to pass through a swarm. Most denizens of the mountains know this, and avoid the drifting points of light.

During the day, crystallmists are inert, lying like salt crystals sprinkled on the ground. Their glow is gone, and they cannot move. They spend the daylight hours absorbing what little sustenance they need from the air and from the rocks: oxygen, hydrogen, silicon, some carbon, and other trace elements. They also absorb the energy of sunlight, storing it somehow within their crystal lattices for later use.

Crystallmist individuals reproduce rarely, and then by binary fission like unicellular creatures.

Although they can be found in any temperate or sub-tropical mountain range, they're most common in the Crystallmist Mountains (whether the range was named for the creatures or they for the range is still a point of contention among sages).

Niche: Since they consume nothing but energy and inanimate matter, crystallmists are at the bottom of the food chain. They are a source of necessary minerals for some nocturnal predators—mostly birds and bats, who can snatch a few individuals from the air before communities can form to drive them off. Slow-moving and earthbound creatures tend to avoid crystallmists.

CRYPT THING

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 3
 MOVE: 12"
 HIT DICE: 6
 % IN LAIR: 100%
 TREASURE TYPE: Z
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Very*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
V/275 + 6 per hit point



A pale, solitary skeletal being which always wears a brown, hooded robe, the crypt thing stays in its lair permanently (at least, none have been encountered elsewhere) and will not attack if it is left undisturbed.

Its special power is its unfailing ability to cast an improved form of a *teleportation* spell on a party (once per party encountered). Those who fail to make their saving throws are instantly *teleported* according to a percentile die roll on the table below:

% die roll	Distance and direction
01-20	100-1000' north
21-40	100-1000' south
41-60	100-1000' east
61-80	100-1000' west
81-90	one dungeon level up
91-00	one dungeon level down

Distance and direction are determined individually for each victim teleported. Victims never arrive in solid material and will arrive in the closest open space to the target spot, if the target spot is solid; however victims need not arrive at floor level.

Those who make their saving rolls may attack the crypt thing, but it can only be hit by magical weapons. The crypt thing will attack in return, using a two-handed clawing movement which inflicts 1-8 hit points of damage.

The crypt thing can communicate in the neutral tongue, but if it is questioned on the disappearance of some members of a party, it will not reveal its power but will instead maintain they have been *disintegrated*.

There are rumoured to be aberrant crypt things in existence which, instead of *teleporting* victims, *paralyse* them and simultaneously turn them *invisible*. Neither this nor the more common type feeds on victims, however — their aim appears to be solely that of obtaining pleasure by creating confusion and dissent.



CYCLOPSKIN

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 5
 % IN LAIR: 35%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type +2
 (strength bonus)
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low to average*
 ALIGNMENT: *Chaotic -*
 chaotic evil
 SIZE: *L (7 1/2' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
III/90 + 5/hp



The humanoid race of cyclopskin prefer to inhabit wilderness areas. They favor rocky places and dwell in caves. Living alone or in small bands, cyclopskin shun other creatures whenever possible, unless those creatures serve as prey or slaves. Occasionally some particularly powerful cyclopskin has united several bands of these creatures to raid and pillage the lowlands. One such band is said to have numbered over 80.

Because of their poor depth perception, cyclopskin use missile weapons at -2 to hit. Their strength, however, gives them a +2 bonus to damage inflicted. A typical cyclopskin carries a large club (equal to a morning star) or a bladed, bardiche-like weapon. In addition, each carries both a sling of great size and a heavy throwing spear.

Cyclopskin have shaggy black or dull blue hair on their heads and their body skin is ruddy brown to muddy yellow. Their dress is typically made of hides. The single eye of a cyclopskin is usually red.

DAKON

FREQUENCY: *Uncommon*
 NO. APPEARING: 6–60
 ARMOUR CLASS: 5
 MOVE: 6"
 HIT DICE: 1+1
 % IN LAIR: 50%
 TREASURE TYPE: *E*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK:
 1–10/1–10
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Lawful neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/20 + 2 per hit point



A shabby, intelligent ape with a reasonable grasp of the common tongue, the dakon will never attack except in self-defence or to recover treasure stolen from it. When it attacks it does so at +2 hit probability bonus because of its strength and sharpness of claws, using each claw to inflict 1–10 hit points of damage.

The dakon is usually a light brown colour with green eyes and black hands. It is found in all types of location except near large expanses of water. It is normally on good terms with lawful humans and near-humans, though it has a suspicion of the motives of humanoids and will not communicate with them.

DARK CREEPER

FREQUENCY: *Rare*
 NO. APPEARING: 1 (20–80
 see below)
 ARMOUR CLASS:
 0 (or 8 – *see below*)
 MOVE: 9"
 HIT DICE: 1+1
 % IN LAIR: 20%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1–4
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic neutral*
 SIZE: *S* (4' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 III/110 + 2 per hit point



The dark creeper (a folk name for the race since the race name is unknown and the race language incomprehensible to linguists) is a humanoid, slightly-built creature about the same height as a dwarf. Members of the race always dress in sombre, dark-coloured clothing, concealing as much of their pallid skin as possible. They detest light and dwell deep underground – usually leading a solitary existence though there have been rumours of underground villages inhabited by as many as 80 individuals, including 20%–25% females. These villages are always ruled by a dark stalker.



The dark creeper is particularly fond of small magical items such as rings and magic daggers – solitary individuals will carry 25% of their treasure in the copious pockets of their cloaks, so there is a 15% chance of a magic dagger, 5% chance of a magical ring and 10% chance of 1–4 gems or 1–2 items of jewellery on any individual encountered. In lair multiply these probable treasure items by the number of male individuals resident, and add 1–100 platinum pieces and 50–500 gold pieces.

The creeper has the abilities of a 4th level thief in addition to the ability to *detect magical items* at a range of 15'. It attacks with a normal (or, if one is possessed, a magical) dagger. The creeper also has the innate power to *create darkness* three times a day – when this power is used, all torches, lanterns and other non-magical sources of illumination within 50' are extinguished and cannot be re-ignited during the next hour (the duration of the creeper's power). During this time the creeper has two main objectives. First, to destroy lanterns and tinderboxes, break flasks of oil and so on – any act which will inhibit the creation of illumination. Secondly, to steal any small magical items detected. Self-preservation ranks marginally above such objectives.



Magical sources of illumination may also be affected by the creeper's *darkness* abilities. In effect, they obtain a saving roll against *magical frost*, and if the item makes such a save it is not affected. If the item fails to save, however, it is extinguished for the next hour, after which its property returns to normal.

During the *darkness*, even infravision becomes useless; however the creeper will not use its power against parties not using artificial illumination, so elves using infravision, for instance, will usually pass unmolested.

The *darkness* power may be countered by spells such as *light*, and if the creeper is attacked in normal illumination its AC is 8.

If a creeper is killed its body undergoes spontaneous combustion of such intensity that all within 10' of the victim are blinded (saving roll against magic permitted) for 1–6 full turns. All traces of the creeper are destroyed though metal items will normally (80% chance) be undamaged; magical items, metal or otherwise, will lose their *dweomer* if they fail to save against *magical fire*.

DARK STALKER

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 0 (or 8 — see below)
MOVE: 9"
HIT DICE: 2+1
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–6
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: IV/200 + 3 per hit point



Dark stalkers are the rarely-seen leaders of the dark creepers. They are nearly a race apart, for they breed almost exclusively amongst themselves. They are instantly noticeable amongst a group of dark creepers as they are man-sized and stand head and shoulders above their underlings.

There is an average of one dark stalker to every 25 dark creepers, and each dark creeper village will contain at least one stalker ruler. Stalkers will rarely be encountered on their own, but this has been known to happen as the stalker goes about some mysterious personal mission.

Dark stalkers have all the powers of dark creepers, plus the ability to create a *wall of fog* twice per day.

They fight with short swords if they must, and some of these are magical (25% chance). All of their treasure is carried — there is a 7% chance of a magical ring and a 12% chance of 2–5 gems or 1–2 items of jewellery on any given individual encountered. If attacked in normal illumination, the dark stalker has AC8.

If killed, a dark stalker explodes in a blinding flash equal to a 3-dice fireball.

DEATH, CRIMSON

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0 (4)
MOVE: 12"
 (6" after feeding) (MC:B)
HIT DICE: 13
% IN LAIR: 60%
TREASURE TYPE: Z
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 100%
INTELLIGENCE: Genius
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IX/7050 + 18 hp



This man-shaped monster dwells only in bogs and similar marshy places where chill and damp prevail. It is a pale, vaporous creature, well able to conceal itself in the mists and fogs of its habitat. Because of the generally insubstantial nature of a crimson death creature, it is normally armor class 0 and hit only by magic weapons of +2 or better. However, immediately after feeding, the monster takes on substance, dropping to armor class 4 and being subject to +1 or better magic weapons. This condition lasts for 6 turns after feeding. Movement is also slowed.

The monster is called crimson death because, after surrounding its victim with vaporous tentacles and draining all of the victim's body fluids, the monster flushes crimson. Until fed, the monster is nearly undetectable and surprises prey 5 in 6 (1d6, 1-5 equals surprise).

In order to conceal its presence, the monster will typically drag the remains of its victims to a bottomless bog or to its own den. The den is usually a thicket, a hollowed-out place under a windfall, or an undercut bank. In its den, the monster will collect valuable items from victims so that these goods can later be used as a bribe or lure for other victims.

DEATH DOG

FREQUENCY: *Very rare*
NO. APPEARING: 5–50
ARMOUR CLASS: 7
MOVE: 12"
HIT DICE: 2+1
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1–10/1–10
SPECIAL ATTACKS: Disease
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral with evil tendencies
SIZE: M (4' high at shoulder)
PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: III/105 + 3 per hit point



Large black hounds with two heads, the death dogs can attack with each head independently. They usually hunt in packs, in deserts or in dry areas underground.

Each bite delivers 1–10 hit points of damage and the victim of a bite must save against poison or die as a result of a slow, rotting disease in 4–24 days. *Cure disease* will be an effective remedy.

When attacking, the death dog usually aims for its victim's legs — a natural roll of 19 or 20 on the 'to hit' die against a man-sized or smaller victim means that the victim has been knocked to the ground and attacks at –4 until able to rise again to his feet (which he can do during a single round if he is not knocked down again).



These vicious hounds, which usually attack humans and near-humans on sight (85% chance), are said to be the descendents of Cerberus; their loud penetrating double bark tends to lend support to this theory.



DERRO

FREQUENCY: Very rare
NO. APPEARING: 3-30
ARMOR CLASS: See below
MOVE: 9"
HIT DICE: 3
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
 By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 30%
INTELLIGENCE:
 Very to genius
ALIGNMENT: Chaotic evil
SIZE: S (4' tall)
PSIONIC ABILITY:
 Individuals only
 Attack/Defense Modes:
 Individuals only
LEVEL/X.P. VALUE:
 Variables preclude
 a fixed number

The derro are a degenerate race of dwarf-like stature, possibly a cross between evil humans and dwarves. They inhabit the great subterranean realms common to drow and their ilk (kuo-toans, mind flayers, troglodytes, etc.). Although the derro hate light and suffer from nausea in sunlight, they venture out upon the surface of the earth at night through secret shaft openings to steal and kidnap humans for slaves. Rumor says that some humans are actually eaten as well. Derros have high dexterity (15-18), so armor class must be adjusted accordingly.

Armor and weapons are as follows. Forty to 50% of the time studded leather armor and a repeating light crossbow (12" maximum range, 2 shots per round, 6-bolt capacity, 1-3 points of damage) will be used. Derro poison on the arrows gives an additional 2-12 points of damage unless a save is made. Studded leather armor, a hook fauchard (a weapon over 6-feet long that does 1-4 points of damage and is 25% likely to pull a man-sized or smaller victim off balance), and a dagger will be used 20-30% of the time. Scaled leather armor (dragon hide or something similar which is equal to mail in protection), a dagger, a buckler (spiked, equal to a dagger in attack), and an aklys are used 10-20% of the time. An aklys is spiked and hooked so as to be half as effective as a hook fauchard in pulling opponents down or off balance. Ten to 20% of the time scaled leather armor, a buckler, a spear, and a leather pick (doing damage as a military pick) will be used.

For every 3 derros encountered there will be 1 having 4 hit dice. For every 6 derros encountered there will be 1 having 5 hit dice. If 10 or more are encountered, there will be a 7-hit dice leader and a 6-hit dice lieutenant. All of these higher level derros are in addition to the initial number encountered. All higher level derros wear scaled leather and use superior weapons. If 20 or more derros are encountered, there will be a savant (detailed below) and 2 student savants as well.

A derro lair will always have 30 plus 3-12 additional normal derros, a corresponding number of higher level leaders, 1-3 savants, 2-5 student savants, 15-40 slaves (80% female), and 1-3 gargoyles (70%), or a lamia (30%) as allies.

Savant derros are sage-like, with the ability to use any sort of magic item and weapon. They cast spells as follows: *affect normal fires*, *anti-magic shell*, *blink*, *light*, *lightning bolt*, *minor creation*, *charm person*, *cloudkill*, *ESP*, *hypnotic pattern*, *ice storm*, *invisibility*, *levitate*, *paralyzation*, *repulsion*, *shadow magic*, *spider climb*, *ventriloquism*, *wall of fog*, *wall of force*. They have apprentices known as student savants, or merely students. The latter know only a minor field of study and are only 25% likely to be able to use a nonfighter magic item. Derro savants have 5-8 hit dice; students have 4-7. Scholars will have 2-3 useful (and used) magic items of offensive and/or defensive nature, while students will have 1 lesser item. Savants will know 6-9 spells, students 1-3. They also comprehend languages and read magic. Performance is at 12th level of ability.

Typical magic items possessed are any *potion*; any *scroll*; *rings of fire resistance*, *invisibility*, *protection*, and *spell storing*; any *wand*; studded leather +1 *armor and shields*; any *swords* up to +3; *bracers of defense*, *brooch of shielding*, *cloak of protection*, etc.; and any miscellaneous weapons.

The derros are said to have a major stronghold somewhere deep beneath the ground, and there their savants plot and scheme to devastate the upper world and enslave all mankind. Derros have poor infravision (30-foot range) but good ultravision (120 feet). They speak a language of their own, some Common, and know the trade vernacular of the underground world.

Derros are very much like humans, only shorter and slightly more muscular in proportion to their height. Their features tend towards grossness. Their hair is pale tan or yellow, their skin is very white with a bluish undertone, and their eyes are very large.

Derro

These savage little creatures are found in many places throughout the Underdark, but never in large communities. Often they live near enough to the surface to be able to raid for slaves and food there. Derro society is very chaotic and intraracial violence is commonplace.

Derro perform little work and thus do not trade much with other races. They prefer to steal the possessions of others rather than make anything themselves. Occasionally the derro enter into an uneasy alliance with the duergar or the drow, but these pacts are always short lived and usually end in violence.

Once every 20 or so years, derro savants unite their race and embark upon a vicious war of raid and plunder throughout the underworld. These wars always end in utter defeat for the derro, but their high reproductive rate allows them to recover and prosper again.





DEVIL DOG

FREQUENCY: *Rare*
 NO. APPEARING: 4–16
 ARMOUR CLASS: 6
 MOVE: 30" *maximum*
 HIT DICE: 6
 % IN LAIR: 10%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2–8
 SPECIAL ATTACKS:
 Throat attack

SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M (3' at shoulder)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 V/350 + 6 per hit point

Stark-white hounds with blue eyes, devil dogs live in cold regions and when encountered in snow- or frost-covered areas are invisible beyond a range of 30'. They roam in packs in an endless search for food and will always attack human parties, being sly enough to use their protective colouration to the best advantage.

The devil dog uses a vicious biting attack and always jumps for the throat. Normal damage inflicted is 2–8 hit points, but if the 'to hit' die roll is 4 or more greater than required to hit, or a natural 20 in any event, a hit is scored on the throat — the victim suffers double damage, is comatose for 2–8 turns and must receive *cure light wounds* (or a stronger ministrations of the same nature) during the comatose period to avoid death at the end of that period. (Of course the initial damage may kill the victim anyway).

When attacking or giving chase — and devil dogs move very fast indeed — the creatures emit an intense baying which will cause *fear* in any character of the third experience level or lower unless they save at —4 on their die roll against magic. They can sustain their extraordinarily high (30") movement rate for three turns, following which they must 'rest' for another three turns during which their maximum movement rate is 12"

DINOSAUR

Dinosaurs are reptiles, their name being derived from the Greek "terrible lizard," descended from a variety of the species called thecodonts. The two orders of dinosaurs are saurischians and ornithischians. All carnivorous dinosaurs fall into the former order. All armored and/or horned dinosaurs fall into the latter order.

Because of the nature of time in planes where magic works, dinosaurs widely separate in time are discussed hereunder, for they can be found intermingled on some alternate world, strange plane, or isolated continent somewhere. Great detail will not be given to any one kind, but all major forms are depicted.

It must be borne in mind that all of these reptiles are extremely stupid. Their motivation is primarily hunger. The predatory types are both ferocious and voracious. The herbivorous dinosaurs are likewise insatiable eaters, but they tend to either ignore all non-eatable things which do not appear to threaten them or flee in panic from anything which they view as dangerous. Certain plant eaters, however, are aggressive in their defense, and these sorts are dangerous, notably stegosaurs, ankylosaurs, and ceratopsians.

Marine dinosaurs might overturn vessels to get at the "food" aboard, or they might snatch unsuspecting creatures from the decks of passing ships. Land carnivores will pursue anything that looks or smells edible, only ceasing pursuit when the prey has obviously moved completely out of their grasp. Herbivorous dinosaur herds might stampede in virtually any direction, as long as it is away from one of the big meat-eaters. Any creature directly in the path of such a stampede will be carried along or killed — the latter if smaller, slower, and weaker.

DINOSAURS

Anatosaurus (Trachodon)

FREQUENCY: *Common*
NO. APPEARING: 2-12
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 12
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (30' + long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

These are duck-billed dinosaurs of the plant eating sort. They run from attack; their only defense is by a lashing tail.

Ankisaurus

FREQUENCY: *Common*
NO. APPEARING: 2-20
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Climbing*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: M (7' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/nil*
LEVEL/X.P. VALUE: 1/20 + 2/hp

These bipedal herbivores feed either upright or on all fours. If there is vegetation large enough nearby, they will climb it to escape small predators. Their teeth are sharp enough to deliver retaliatory bites upon opponents, but they are non-aggressive.

Ankylosaurus

FREQUENCY: *Uncommon*
NO. APPEARING: 2-5
ARMOR CLASS: 0
MOVE: 6"
HIT DICE: 9
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (15' + long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

This armadillo-like ornithischian weighs four or five tons — most of this weight being his armor plating, side spines, and great knobbed tail. If attacked (or threatened) this creature will lash its tail delivering blows of considerable force. They are herbivores of the same family as paleocincus.

Antrodemus (Allosaurus)

FREQUENCY: *Uncommon*
NO. APPEARING: 1-2
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 15
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/6-24
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (30' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

One of the most vicious of predators, this monster can run across hard ground at great speed.

Apatosaurus (Brontosaurus)

FREQUENCY: *Common*
NO. APPEARING: 1-6
ARMOR CLASS: 5
MOVE: 6"
HIT DICE: 30
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (70' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



The thunder-lizard is a 40 ton plant-eater found near marshes and lakes. The creature spends much of his time in shallow water to support his bulk. It moves to deep water to avoid carnivores. Apatosaurus ignores small things, but it is prone to step on anything in its way (doing 4-40 points of damage).

Archelon Ischyris

FREQUENCY: *Uncommon*
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 3"/15"
HIT DICE: 7
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (12' dia.)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

These are reptiles but not dinosaurs. These marine turtles seldom venture onto dry land. Archelon's shell is not solid, but it is nevertheless very strong.

Brachiosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-6
 ARMOR CLASS: 5
 MOVE: 6"
 HIT DICE: 36
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (60' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The heaviest of all dinosaurs, these 85 ton monsters dwell in warm swamps and lakes. Similar to apatosaurs, they might step on something small, causing 8-80 points of damage.

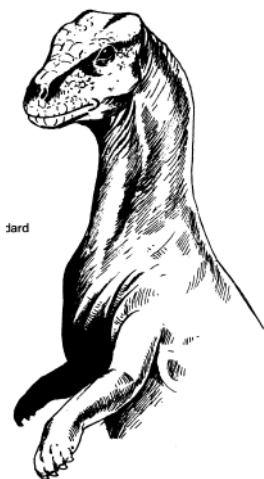
Camarasaurus

FREQUENCY: *Common*
 NO. APPEARING: 2-8
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 20
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (50' Long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These marsh or swamp dwelling herbivores are smallish for their type. They panic more easily than do apatosaurs, for example. Stepping or trampling damage is 3-30 points.

Camptosaurus

FREQUENCY: *Common*
 NO. APPEARING: 2-16
 ARMOR CLASS: 7
 MOVE: 9" (stampede at 18" rate)
 HIT DICE: 1-3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: 0
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: S, M, or L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: II/ 5 + 1/hp



These slow, exceptionally stupid creatures are easy prey for any hungry predator. They are typically too stupid to run until one of their number is killed. Anyone caught in a stampede of these creatures must save vs. death ray or be crushed to death. A herd will be composed of small, medium, and large individuals.

Ceratosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/4-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (17' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



These smallish semi-bipedal monsters are both heavy and fast. This carnivore is unusual in that it has a horn on its nose, but it does not use it for attacking.

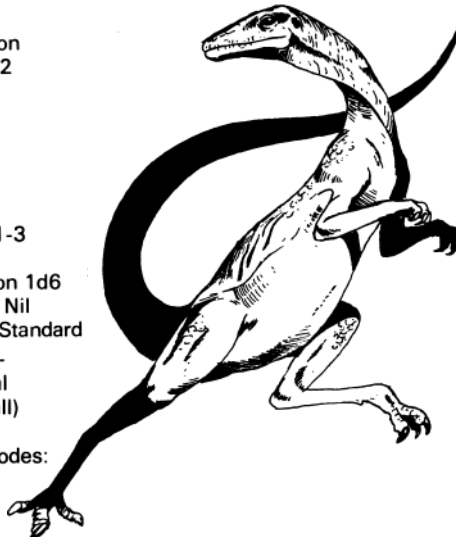
Cetiosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 24
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (60' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These huge plant-eaters dwell in lakes and marshes. Their heads are somewhat larger than similar reptiles (apatosaurus, etc.). If they step on some small things — such as a human for example — they do 4-40 points of damage.

Compsognathus

FREQUENCY: *Common*
 NO. APPEARING: 1-12
 ARMOR CLASS: 5
 MOVE: 10"
 HIT DICE: 1 minus 1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: Surprise on 1 to 3 on 1d6
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: S (1 1/2 feet tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: I/5 + 1/hp



Compsognathus is a very small carnivorous dinosaur of the Jurassic period. These creatures often hunt in groups. Their small size allows them to hide, even in packs, and surprise prey. Attacks at night might occur on sleeping prey, as the compsognathus tends to be nocturnal.

DINOSAURS

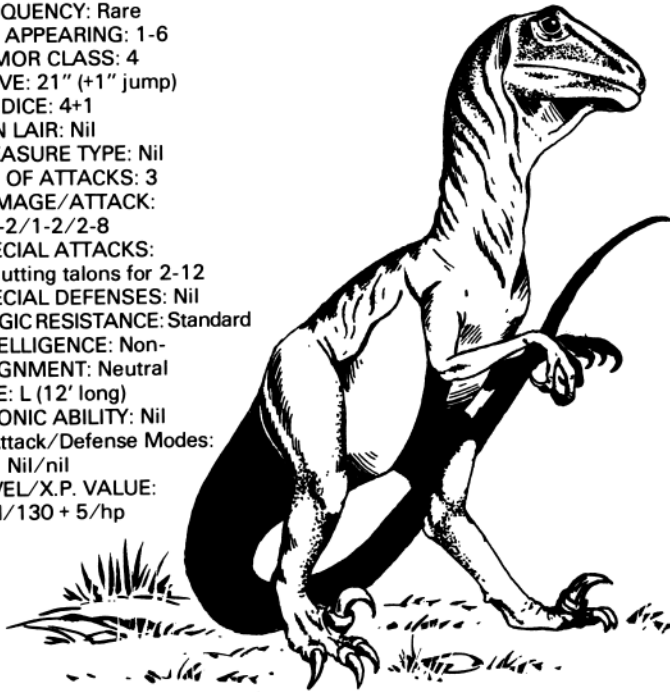
Dacentrurus

FREQUENCY: Uncommon
 NO. APPEARING: 2-8
 ARMOR CLASS: 3/6
 MOVE: 9"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (15' long, 6' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/900 + 14/hp

This creature appears to be a stegosaur with long, sharp spikes instead of plates along its back and tail. It is also an aggressive defender, dwelling mainly in areas of heavy vegetation. When attacked, its active defense allows it 75% probability of being armor class 3. Attackers are also 25% likely to have to stand an attack resulting in 1-8 points damage when striking at this dinosaur's neck, back, or tail. The dacentrurus continually turns itself so that its lashing tail can strike opponents.

Deinonychus

FREQUENCY: Rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 21" (+1" jump)
 HIT DICE: 4+1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-2/1-2/2-8
 SPECIAL ATTACKS:
 Gutting talons for 2-12
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (12' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/130 + 5/hp



This fast carnivore uses speed, its long, grasping forearms, its large teeth, and its hind legs with ripping talons in terrible combination. It hunts by running at prey, leaping, and delivering gutting rakes with its rear legs as it claws and bites. The jumping rear talon attack is at +2 to hit and delivers 2-12 points of damage. As these dinosaurs are only about 6 feet tall, they could be mistaken for relatively harmless creatures.

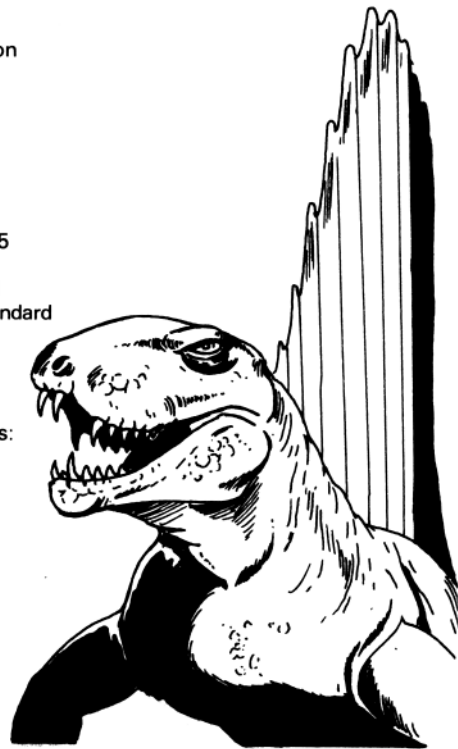
Dilophosaurus

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 18" (+1" jump)
 HIT DICE: 8+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 2-12/2-12/1-6
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (20' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/600 + 12/hp

The weak skull of this monster prevents strong jaw muscle attachments, so it uses its taloned hind feet, especially its spurs, to inflict horrible wounds on its prey, while its snaky neck strikes to deliver biting damage. It prefers open areas to jungle, and seldom ventures into areas thick with trees. Dilophosaurus often hunts with one or more of its kind, seeking a large dinosaur to kill for a feast.

Dimetrodon

FREQUENCY: Uncommon
 NO. APPEARING: 1 or 2
 ARMOR CLASS: 4
 MOVE: 12" /// 6"
 HIT DICE: 3 to 5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 6-15
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (9' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/65 + 4/hp



The "sail-backed" dimetrodon is a fierce predator of the lower Permian period. It is alligator-like and is actually a reptile, not a dinosaur. Its ability to swim is questionable but likely. Its powerful bite makes up for its lack of claw attacks.

Dinichtys

FREQUENCY: *Common*
 NO. APPEARING: 1-4
 ARMOR CLASS: 7
 MOVE: 21"
 HIT DICE: 10
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: *Swallow*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (25' + long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Dinichtys are not actually dinosaurs but huge prehistoric fish ("terrific fish"). Its huge mouth can swallow man-sized prey (on a score of 20).

Diplodocus

FREQUENCY: *Common*
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 24
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (80' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

This dinosaur is another semi-aquatic type which eats water plants. It is able to submerge its body to a bottom depth of 30' or so and still breathe easily. If it steps on any small object it causes 3-30 points of damage.

Elasmosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 15
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-24
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (50' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These long-necked reptiles are rather fish-like in appearance. They are carnivorous and highly aggressive.

Euparkeria

FREQUENCY: *Common*
 NO. APPEARING: 2-8
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 1+1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-5
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *S (3' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE:
 1/20 + 2/hp



A small dinosaur ancestor of the lower Triassic period, the carnivorous euparkeria is about the size of a small dog. It is found in groups of 2-8, which will attack 1-2 figures of small size or a single man-sized figure if 3 or more are present. If sufficiently hungry, a pack will stalk and attack even a large group of prey, especially if one of the intended victims is wounded.

Gorgosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 13
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/7-28
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (30' + long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



These horrid creatures are probably ancestors of tyrannosaurus rex. The gorgosaurus is a fleet carnivorous dinosaur of very aggressive instincts.

Iguanodon

FREQUENCY: *Common*
 NO. APPEARING: 3-18
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (30' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



These typically bipedal plant-eaters typically travel in herds. They run from carnivores, but if cornered they will employ their "thumb" spikes and lashing tail to defend themselves.

DINOSAURS

Kentrosaurus

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 2/6
 MOVE: 9"
 HIT DICE: 11
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (16'+ long, 6'+ tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2000 + 16/hp



This dinosaur appears to be a cross between a stegosaur and a dacentrurus. The spine area is protected by bony back plates from neck to hip sockets. Behind this, sharp, backward-pointing spikes run to the tail tip. It turns its tail toward enemies. Creatures attacking its rear third have a 25% chance of suffering an attack resulting in 1-8 points damage. It is 80% likely that it will defend at armor class 2. Kentrosaurus is also a jungle dweller. (Cf., "Dacentrurus," "Stegosaurus.")

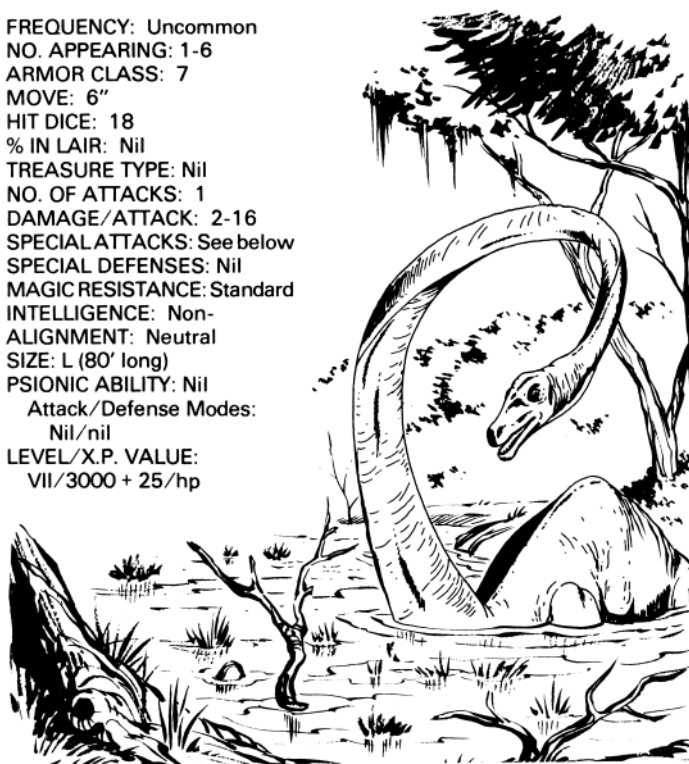
Lambeosaurus

FREQUENCY: Common
 NO. APPEARING: 2-16
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 12
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (20'+ long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

One of the family of crested herbivorous dinosaurs, this creature is able to see, hear, and smell exceptionally well. They are thus able to detect enemies frequently and flee to safety — either outdistancing the predator or hiding in a swampy area. Other crested dinosaurs include corythosaurus, parasaurolophus, prosaurolophus, and saurolophus.

Mamenchisaurus

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 7
 MOVE: 6"
 HIT DICE: 18
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (80' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/3000 + 25/hp



This swamp dwelling herbivore is very long and resembles a skinny diplodocus (q.v.). It uses its 35-foot long neck to browse and, to prevent body exposure to lurking predators, keeping its body submerged in water. It will strike only in defense, but if it accidentally steps on some small creature (such as a human), it will inflict 3-24 points of damage.

Massopondylus

FREQUENCY: Uncommon
 NO. APPEARING: 4-16
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 7
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (18'+)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/225 + 8/hp

This seemingly peaceful herbivore is well equipped with long, sharp teeth for defensive biting. If attacked, these creatures will deliver swift bites and then run away. They are stupid, and any approach by strange creatures can be interpreted as an attack.

Megalosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 12
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (25' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Megalosaurus often travels on all fours, although they are able to function bipedally. They have very large jaws and teeth, using them to bring down any unsuspecting victim.

Monoclonius

FREQUENCY: *Common*
 NO. APPEARING: 2-12
 ARMOR CLASS: 3/4
 MOVE: 6"
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (18' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defenses Modes: *Nil*

These reptiles somewhat resemble a single-horned rhinoceros. Their head and neck is protected by a bone shield (armor class 3) while their skins are very thick — almost plated. They are herbivorous, but they tend to be somewhat aggressive. They will trample smaller creatures in a charge, inflicting 2-16 hit points damage.

Nothosaurus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: 3"/18"
 HIT DICE: 14
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1 (and 2)
 DAMAGE/ATTACK:
 5-30 (3-12/3-12)
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (60'+ long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1800 + 18/hp

The nothosaurus is a particularly aggressive marine dinosaur. It dwells in tropical seas, always seeking prey. It lumbers on its flippers when on land but swims rapidly. When in a frenzy it will lash with its huge foreflippers, causing damage only to soft-skinned or small creatures. Its usual attack is a darting bite, the long neck moving the head at great speed.

Ornitholestes

FREQUENCY: *Rare*
 NO. APPEARING: 2-12
 ARMOR CLASS: 4
 MOVE: 24"
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: M (6-1/2' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 I/20 + 2/hp

These exceptionally fast carnivores that roam the Jurassic plains hunt small prey from insects and eggs to creatures their own size. Although quite light in weight, they are difficult to strike due to their speed. Ornitholestes will attack larger creatures if they significantly outnumber the victims and are sufficiently hungry.



DINOSAURS

Paleoscincus

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: -3
MOVE: 3"
HIT DICE: 9
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (20' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



These reptiles are veritable "walking dreadnoughts," for their heavy plated skin, sharp side spines, and spiked tail make them nearly invulnerable to attack. A predator trying to bite one is likely to inflict 3-12 hit points damage upon itself if it scores a hit! Of course, the paleoscincus will be lashing its thorny tail to drive off its attacker. These creatures are sometimes aggressive if intruded upon.

Pentaceratops

FREQUENCY: Common
NO. APPEARING: 2-12
ARMOR CLASS: 2/6
MOVE: 9"
HIT DICE: 12
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-10/1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (20' + long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

This is another of the quadrupedal dinosaurs of the ornithischian order; it is a relative of monoclonyus, styracosaurus, and triceratops. It is an aggressive but plant-eating creature. Its shield and horns give its head armor class 2, while its body is armor class 6. If it charges it will trample smaller creatures for 2-20 hit points.

Phororhacos

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 6
MOVE: 15" (+1" jump)
HIT DICE: 7+7
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (10' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VI/600 + 10/hp



The phororhacos is a nonflying bird of the Miocene period. It is a fearless killer, often attacking even if outnumbered. When jumping to attack (which it will always do initially), its claw attacks inflict double damage (2-8/2-8). This creature is not a dinosaur but could survive in conditions which support such life forms.

Plateosaurus

FREQUENCY: Common
NO. APPEARING: 5-20
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (20' + long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

These dinosaurs travel slowly in a bipedal manner, using their tail as a balance in order to watch for enemies as well as reach the leafy crowns of ferns, palms, etc. They can move fairly fast on all fours. These plant-eaters are fairly heavy (about 8-10 tons on the average) and panicky.

Plesiosaurus

FREQUENCY: Common
NO. APPEARING: 1-3
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 20
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (50' + long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The plesiosaurus strongly resembles a snake wearing a turtle's body (sans shell). They tend to be very aggressive and attack anything. The creature's neck is about one-third of its total length, and it is strong and fast. In a marine battle it can strike with its powerful fore flippers for 2-12 points of damage with each.

Podokesaurus

FREQUENCY: Uncommon
NO. APPEARING: 3-12
ARMOR CLASS: 4
MOVE: 21"
HIT DICE: 2+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1/1/2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (10' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/35 + 3/hp

These swift carnivores hunt in packs across the grassy plains of the Triassic. They flee larger predators but ruthlessly pursue any creature they perceive as prey. Although 10 feet long from snout to tail, a podokesaur is thin and light in weight. Thus, these creatures are very fast and usually attack first. Their speed also accounts for their fine armor class.

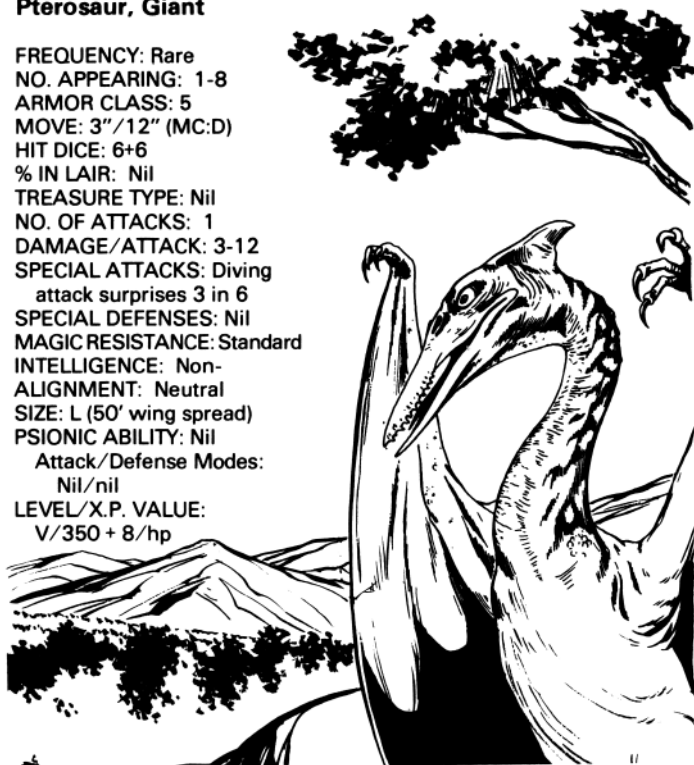
Pteranodon

FREQUENCY: *Common*
 NO. APPEARING: 3-18
 ARMOR CLASS: 7
 MOVE: 3"/15"
 HIT DICE: 3 + 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (30' wing spread)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Although these flying reptiles typically dive for marine prey, they will attack any creature which appears to be vulnerable. They have no teeth but spear victims with their beaks if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4' long. The creature weighs only 40 or 50 pounds, but they can carry off prey four times their own weight.

Pterosaur, Giant

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVE: 3"/12" (MC:D)
 HIT DICE: 6+6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: Diving
 attack surprises 3 in 6
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (50' wing spread)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/350 + 8/hp



This ghastly looking creature, with a 10-foot long snake-like neck and long jaws, is a nightmare to behold. Even though its lower jaw has no teeth, it can inflict great wounds when swooping upon prey. If it surprises an opponent, it has swooped down at double speed to attack, and its chance to hit is 4 and damage thus inflicted is double. Although a pterosaur weighs only about 75 pounds, it can carry prey of 3 or 4 times that weight.

Stegosaurus

FREQUENCY: *Common*
 NO. APPEARING: 2-8
 ARMOR CLASS: 2/5
 MOVE: 6"
 HIT DICE: 18
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (25' long, 8' + high)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, very stupid herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found in Jurassic-like plains or jungles. Its great plates allow the creature to defend 90% of the time at armor class 2. Its spiked tail, with four or more boney spikes of one to over two feet in length, has its own brain; and the stegosaurus turns its rear continually towards an enemy, while tucking its head low. If anything near it seems threatening, it will react in this manner.

Struthiomimus

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 18"
 HIT DICE: 6+3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-2/1-2/2-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: L (16' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/225 + 8/hp

This Upper Cretaceous dinosaur is omnivorous. It will have to be very hungry to attack men, but smaller humanoids and demihumans will be seen as likely food items. It generally prefers areas of tall grass as its habitat.

DINOSAURS

Styracosaurus

FREQUENCY: Common
 NO. APPEARING: 2-8
 ARMOR CLASS: 2/4
 MOVE: 6"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (18' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

An aggressive plant-eater, styracosaurus tends to charge at anything which appears threatening. The boney plate gives the head area an armor class of 2, and there is a 50% chance that anything attempting to bite its rear portions will be stabbed by one or more of the sharp frills of the head plate, each frill inflicting 1-6 hit points of damage, 1-3 frills possibly striking. If it charges it will trample smaller creatures and do 2-16 hit points of damage.

Tanystropheus

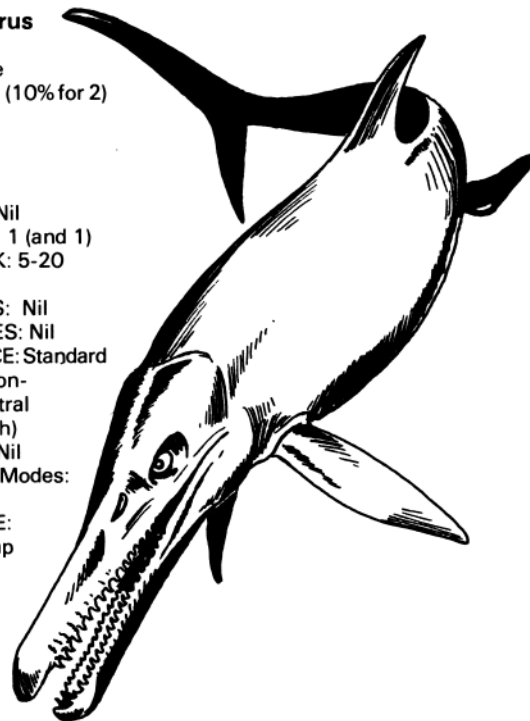
FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 5
 MOVE: 6"/18"
 HIT DICE: 6+6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-12
 SPECIAL ATTACKS:
 Surprises 5 in 6
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (31'-40' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/375 + 10/hp



This creature resembles a snake with thin, projecting legs, the rear set webbed for swimming. About half its length is neck and head. The head and jaws are long, the latter being filled with many sharp teeth. Compared to its body the head is small. This carnivore lurks along river banks and swamp edges, prowling through the waters. When attacking by surprise, it strikes at +2 to hit. If the victim is under 500 pounds in weight, the monster will drag it into the water to further attack and devour it.

Tennodontosaurus

FREQUENCY: Rare
 NO. APPEARING: 1 (10% for 2)
 ARMOR CLASS: 4
 MOVE: //24"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 (and 1)
 DAMAGE/ATTACK: 5-20
 (and 2-12)
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (30'+ length)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1500 + 14/hp



This monster is a large ichthyosaur (q.v.). Although it is not a dinosaur, it thrives in the same marine habitats as do mosasaurs, for example. Its speed and ferocity allow it to compete for prey with any creature. When in a feeding frenzy, a tennodontosaur will strike with its powerful tail, inflicting damage on any creature behind it which is struck by this lashing. It will attack fearlessly or fight other predators for choice food.

Teratosaurus

FREQUENCY: Uncommon
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 18"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/3-18
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (20' long, 9' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

A fierce carnivore found mainly on triassic plains, the teratosaurus runs nimbly after any creature which appears to be eatable. They will hunt only on dry land — plains or forest.

Triceratops

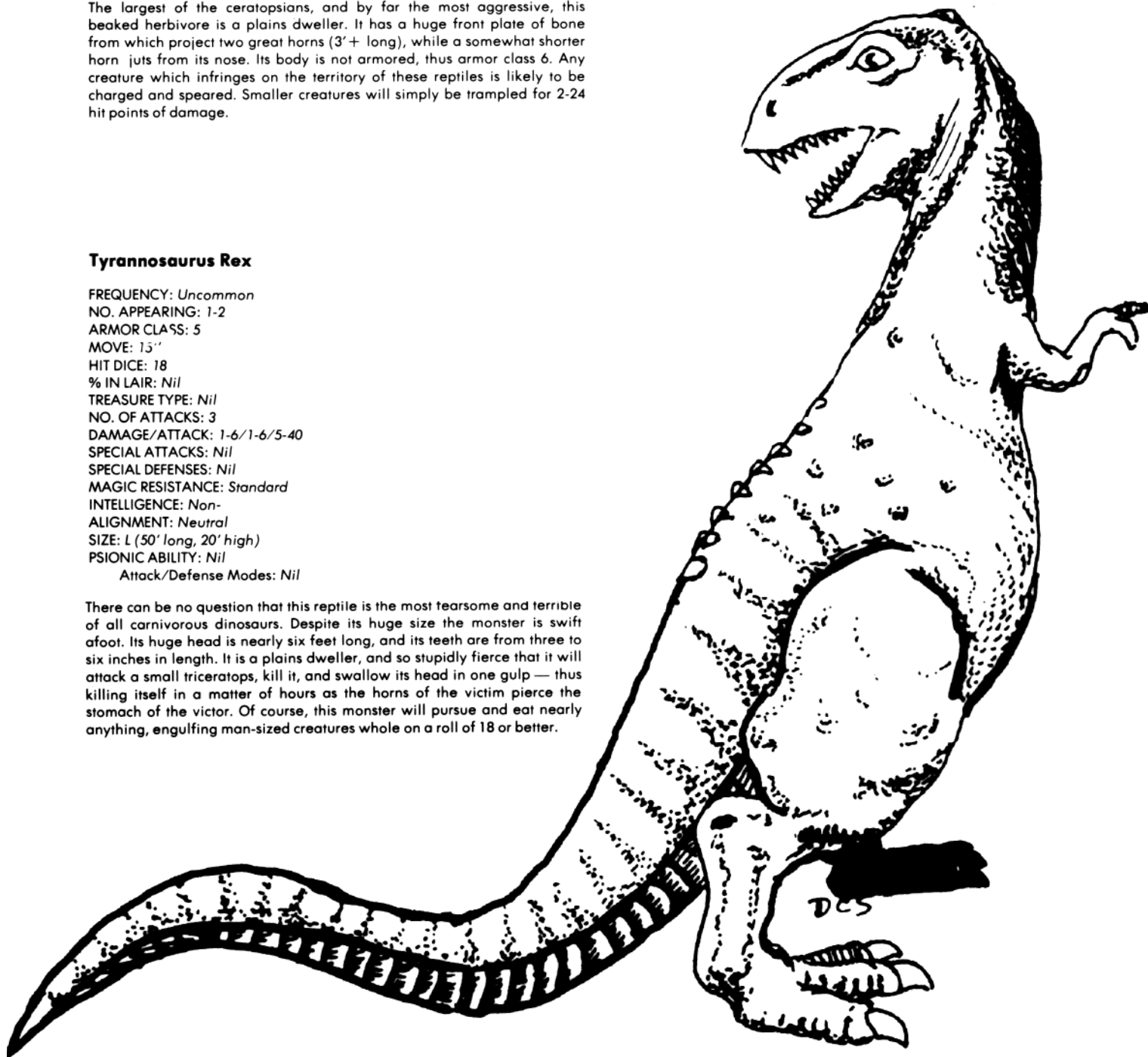
FREQUENCY: *Common*
 NO. APPEARING: 2-8
 ARMOR CLASS: 2/6
 MOVE: 9"
 HIT DICE: 16
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-8/1-12/1-12
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (24' + long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The largest of the ceratopsians, and by far the most aggressive, this beaked herbivore is a plains dweller. It has a huge front plate of bone from which project two great horns (3' + long), while a somewhat shorter horn juts from its nose. Its body is not armored, thus armor class 6. Any creature which infringes on the territory of these reptiles is likely to be charged and speared. Smaller creatures will simply be trampled for 2-24 hit points of damage.

Tyrannosaurus Rex

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 18
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/5-40
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (50' long, 20' high)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

There can be no question that this reptile is the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size the monster is swift of foot. Its huge head is nearly six feet long, and its teeth are from three to six inches in length. It is a plains dweller, and so stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp — thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor. Of course, this monster will pursue and eat nearly anything, engulfing man-sized creatures whole on a roll of 18 or better.



DIRE CORBY

FREQUENCY: *Rare*
 NO. APPEARING: 1-12
 ARMOUR CLASS: 6
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE:
 Q(x5) — mainly rubies
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6/1-6
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/20 + 2 per hit point



This subterranean race of huge black bipedal birds contains ferocious fighters which need never check morale. Long ago the dire corbies lost the power of flight; however they make up for this with their great strength and ferocity, always attacking and fighting to the death.

What were once wings have now developed as two powerful arms which end in sharp, rock-hard claws. They fight with these claws and each is capable of inflicting 1-6 hit points of damage on a victim.

They hunt in flocks, running down their hapless victims, at the same time emitting horrifying shrieks. They have rudimentary language (their attack cry can be recognised as 'Doom! Doom!' by those familiar with it).

Dire corbies live in large underground caverns; at one time there was open warfare between them and giant bats, but this has now become an uneasy truce.

DISENCHANTER

FREQUENCY: *Very rare*
 NO. APPEARING: 1-2
 ARMOUR CLASS: 5
 MOVE: 12"
 HIT DICE: 5
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 See below — special effect only
 SPECIAL ATTACKS:
 Disenchants — see below
 SPECIAL DEFENCES:
 Can only be hit by magical weapons
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *M (5' high at shoulder)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1V/205 + 5 per hit point



The disenchanter resembles a spindly dromedary-like animal with a long, flexible and muscular snout which can extend as much as 5' from the head in attack. It is a pale electric-blue in colour and slightly translucent; sometimes it may even be seen to shimmer discernably.

The creature has the power to detect magical dweomer — from magical armour, shields, swords and the like — on which it feeds, drawing its sustenance from the powerful enchantments such items carry. It is reasonably discerning in this power, being able for instance to distinguish between *armour of ethereality* and *+1 armour*, and selecting the former as containing stronger radiation. Should the beast encounter a party of adventurers it will be able to detect the most powerful magical item present and will attempt, as its attack, to fasten its snout onto the item in question. If it scores a hit, it will drain the magical power, leaving the item unmarked but non-magical.

Referees will have to consider the ease with which the disenchanter would be able to 'attack' a particular item, despite the dexterity of its snout. Generally speaking it will attempt a relatively simple disenchantment — say on a magical shield in easy reach — rather than attempt a more difficult attack, say on a more powerful magical item hidden in a backpack or sheath.

The disenchanter can only be hit by magical weapons, but these will not lose their enchantment in hitting the beast — only with its snout can the creature disenchant magical items.

No-one has ever discovered a disenchanter lair, nor come to any proven conclusion about its metabolism, which at the least can be described as curious.

DISPLACER BEAST

FREQUENCY: *Very rare*
 NO. APPEARING: 2-5
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 6
 % IN LAIR: 25%
 TREASURE TYPE: *D*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-8/2-8
 SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: -2 on
 opponent's attack dice
 MAGIC RESISTANCE: *Save as 12th*
 level fighter + 2 on die
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

A pack of these monsters always contains only full-grown beasts. The molecular vibrations of the displacer beast are such that it always appears to be 3' (left, right, ahead, or behind) its actual position. Thus, these monsters always cause opponents to subtract 2 from attack dice rolls and add 2 to their dice rolls for saving throws. These fierce creatures hate all life, but they particularly hate blink dogs. In combat the displacer beast lashes out with its two tentacles, inflicting horrible wounds with the rough, horny edges of these appendages.

Description: This vaguely puma-like creature is bluish black, its tentacles are dead black, the horny edges of the tentacles are brownish yellow, and its eyes glow a hellish green.



DOG

	War	Wild
FREQUENCY:	Uncommon	Common
NO. APPEARING:	—	4-16
ARMOR CLASS:	6	7
MOVE:	12"	15"
HIT DICE:	2 + 2	1 + 1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Semi-
ALIGNMENT:	Neutral	Neutral
SIZE:	M	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Dog, War: These are simply large dogs which are trained to fight. They are loyal to their masters and ferocious in attack. They are typically protected by light studded leather armor and a spiked collar. The number appearing depends on their masters.

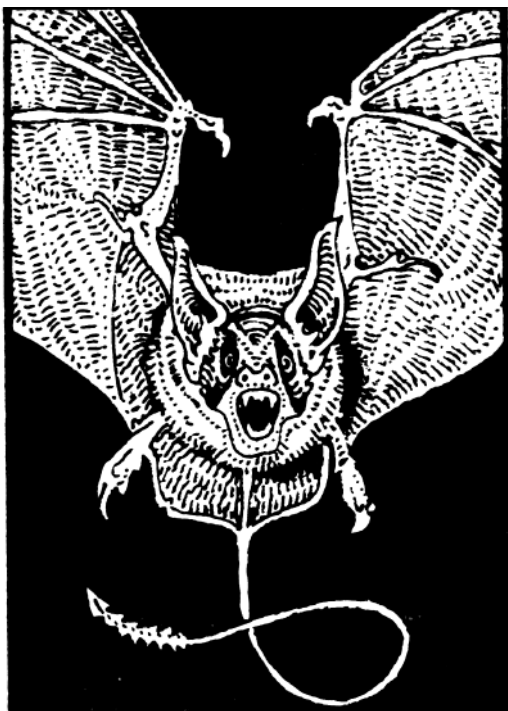
Dog, Wild: Packs of wild dogs inhabit most regions, and their ranges will sometimes overlap those of wolves. If well-fed they will simply avoid contact. They can be tamed only if separated from their pack.

DOLPHIN

FREQUENCY: Uncommon	SPECIAL DEFENSES: Save as 4th level fighter
NO. APPEARING: 2-20	MAGIC RESISTANCE: Standard
ARMOR CLASS: 5	INTELLIGENCE: Very
MOVE: 30"	ALIGNMENT: Lawful good
HIT DICE: 2 + 2	SIZE: M
% IN LAIR: Nil	PSIONIC ABILITY: Nil
TREASURE TYPE: Nil	Attack/Defense Modes: Nil
NO. OF ATTACKS: 1	
DAMAGE/ATTACK: 2-8	
SPECIAL ATTACKS: Nil	

Most dolphins simply roam the oceans in nomadic schools. A small number (10%), however, have formed underwater communities, and if one is located it is 75% probable that there will be from 1-4 additional communities of dolphins within a 5 mile radius. Communal dolphins will have from 2-5 swordfish (AC 6, move 24", 1 + 1 dice, 2-12 hit points damage/attack) or 1-3 narwhales (AC 6, move 21", 4 + 4 hit dice, 2-24 hit points damage/attack), depending on the climatic region, as guards.

Dolphins will attack any creature which threatens them, although they will help humans in distress. They particularly hate sharks of all sorts and will attack unless outnumbered by 2 or more to 1.

**DOOMBAT**

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 18"
HIT DICE: 6+3
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-4

SPECIAL ATTACKS: Shriek
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: V/400 + 7 per hit point

This is a species of giant bat found in dismal underground caverns. The monstrous black creature has a wingspan a full 25' and can pick up and carry off objects weighing up to 300 pounds (3,000 gold pieces weight). At night, it flies into the outer world to hunt, always attacking and seeking to kill any living thing. For the purpose of aerial combat, it is manoeuvrability class C.

The bite of the doombat inflicts 1-6 hit points of damage and it also lashes with its tail for 1-4 hit points of damage. The tail, lined with cruel barbs, stretches a considerable distance from the body, and specimens with tails up to 12' long have been reported.

The normal bat's sonar yip has developed into a terrifying shriek of great sonic power in the doombat. Each doombat can shriek continuously for 2-5 rounds and during the shriek, all within 100' who can hear will not be able to concentrate, making spell use impossible and all attacks at -1. No saving throw is permitted against these effects. The effect of several doombats shrieking at the same time is not cumulative.

Bright light (such as a *light* spell) will keep a doombat at bay, though it is undeterred by torch- or lantern-light.

DOPPLEGANGER

FREQUENCY: Very rare
NO. APPEARING: 3-12
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 4
% IN LAIR: 20%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: Surprise on a 1-4
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



These bipedal creatures are of mutable form so that they are able to shape themselves into the likeness of any humanoid creature of from 4' to 8' tall which they observe. Having become the double for a person they attempt to do away with that victim and assume its place. If unable to do this, the doppelganger will simply attack, counting on the confusion engendered to make it indistinguishable from the creature it is mimicking (surprise means this works). Doppelgangers are able to ESP and imitate with 90% accuracy. They are subject to neither sleep nor charm spells. Despite having only 4 hit dice they make all saving throws as if they were 10th level fighting men.

Note: A doppelganger actually forms itself into the likeness of the clothing and equipment of the imitated creature as well as the physical features thereof.

DRACOLISK

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 9"/15" (MC:E)
HIT DICE: 7+3
% IN LAIR: 35%
TREASURE: TYPE: C, I
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-6/1-6/3-12

* SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Chaotic evil
SIZE: L (15'-20' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/ 2200 + 12/hp

SPECIAL ATTACKS: Breath
weapon, gaze weapon

The dracolisk is said to be the offspring of a rogue black dragon and a basilisk of largest size. The result is a deep brown, dragon-like monster that moves with relative quickness and can fly, but only for short periods—a turn or two at most. This 6-legged horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a 1/2" wide stream of acid up to 3" distance, hits causing 4-24 (4d6) points of damage, half-damage if save vs. breath weapon is successful. This it can do 3 times per day. Worse still, the eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because of its hooded eyes with nictating membranes, the monster is 90% impervious to having its own gaze reflected. Opponents meeting a dracolisk and seeking to avoid its gaze will fight at -4 on their to-hit dice rolls.

Chances of meeting the gaze of a dracolisk or any large creature using a gaze weapon are as follows (add 1 if the creature is man-sized, such as a medusa, and 2 if the creature is small):

Character is —	
Completely surprised	9 in 10
Surprised	7 in 10
Viewing monster	5 in 10
Attacking normally	3 in 10
Avoiding gaze	1 in 10

Dracolisks cannot use spells, and they speak only a very limited type of black dragon language. If a dracolisk is surprised, it is because the creature is sleeping. Note, however, that a dracolisk can never be subdued. The gaze of a dracolisk extends into the Astral and Ethereal Planes, just as does that of a basilisk (q.v.).



DRAGON

Dragons come in many colors, sizes, shapes, and alignments. Two sorts of dragons (the Chromatic Dragon and the Platinum Dragon) are singular individuals, and there are no others of their type. Each dragon sort will be treated individually hereafter. General information and common characteristics will be given here.

The ten species of dragons have three general size categories (small, average, and huge) according to the size typical of each. This categorization is determined by die roll. An 8-sided die is rolled: 1-2 = small, 3-7 = average, 8 = huge. This size determination indicates the number of hit dice a dragon has.

Dragons pass through eight ages in their lives. These growth stages are:

1. Very young — 1-5 years	— 1 hit point per die
2. Young — 6-15 years	— 2 hit point per die
3. Sub-adult — 16-25 years	— 3 hit point per die
4. Young adult — 26-50 years	— 4 hit point per die
5. Adult — 51-100 years	— 5 hit point per die
6. Old — 101-200 years	— 6 hit point per die
7. Very old — 201-400 years	— 7 hit point per die
8. Ancient — 401+ years	— 8 hit point per die

To determine the age (and thus the number of hit points per die a dragon has) simply roll an 8-sided die, the number rolled indicating the age as shown above.

All dragons see equally well in daylight or darkness (infravision, 60'). They have excellent sight, smell, and hearing. Because of these keen senses, all dragons are able to detect hidden or invisible creatures within 1" per age level. Dragons also develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction, when a dragon flies overhead or charges, as follows:

1. All creatures under 1 hit die, as well as non-carnivorous creatures of any sort which are not trained for warfare or basically not fearless or aggressive will flee in panic. Such rout will be made at fastest speed possible, and it will continue for 4-24 turns.
2. Creatures with fewer than 3 hit dice must save versus magic or be paralyzed with fear (50%) or panic as above (50%).
3. Creatures with 3 or more hit dice will fight at a penalty of -1 on their hit dice unless they also save versus magic.
4. Creatures with 6 or more hit dice automatically disregard the aura affect.
5. The aura of adult, old, and very old dragons is not as powerful as that of ancient dragons, so saving throws applicable to their auras are at +5, +3, and +1 respectively. Thus, a 2nd level fighter, normally having to score 16 (75%) or better to save against magic (the dragon's aura in this case), would gain a bonus of 5 on his saving throw versus an adult dragon's aura; so any score of 11 or more would save him from panic.

A considerable percentage of dragons have the ability to speak one or more human languages in addition to the language of their species. Similarly, a fair number of dragons which can speak are able to employ magical spells. The chances for either of these abilities occurring in any given individual dragon are shown under the specific treatment by species. The chance that any given dragon will be asleep will likewise be so given.

Sleeping Dragon: A sleeping dragon is only found in its lair, and it will always awaken upon hearing loud noise such as talking, shouting, forcing a door, etc. if it is within 30' to 120' (depending on baffling factors; walls, doors, etc.) and the volume of sound. It will awaken if attacked. It will also awaken on a roll of 6 on a 6-sided die. If a sleeping dragon is attacked, its opponents get a bonus of +3 to strike it, but as soon as the dragon is awake, the bonus is lost.

Attacking a Dragon: Dragons may be attacked two ways: to *kill* or to *subdue*. The attack form must be announced prior to combat or it will automatically take the killing form. Once selected, attack form cannot be changed with respect to any given dragon.

Certain weapons will be more or less effective than others against the various types of dragons. This is indicated on the following chart, the number indicating the addition or subtraction for the probability of hitting as well as the amount of damage done.

Dragon's Breath	Attack by:				
	Air*	Earth**	Fire***	Water****	Electricity
Cold	—	—1	+1	—1	+1
Acid	—	+1	—	+1	—
Gas	+1	—	—	—	—
Electricity	—	—	+1	—1	—1
Fire	—1	+1	—1	+1	—
Multiple types	—	—	—	—	—

* Includes attack by aerial servant, air elemental, djinni, invisible stalker, or "whirlwind"

** Includes attack by earth elemental, xorn, or umber hulk

*** Includes attack by efreet, fire elemental, or salamander

**** Includes attack by triton or water elemental

Dragons can attack by claw/bite or breath weapon. The latter can be used but three times per day, maximum. If a choice is possible roll percentile dice. Any score above 50% indicates the dragon will breathe. The breath weapon causes damage equal to the dragon's hit points (half that amount if a saving throw is made) on each and every creature hit by the breath weapon. Cone shaped breath weapons are 1/2" diameter at point of origin.

Subduing a Dragon: An attack on a dragon to *subdue*, and thus capture it may be opted for if such intent is announced in advance of combat. Silver, gold, chromatic, and platinum dragons cannot be subdued. Note that it is impossible for creatures with less than average intelligence to attack to subdue. Subdual is accomplished as follows:

Upon announcement of intent to *strike to subdue*, all hit points of damage scored by attacks upon the dragon are considered non-fatal battering/bruising damage. The total number of hit points scored each melee round is stated as a ratio; hit points scored are ratioed over the number of hit points the dragon has, and this ratio is converted to a percentage chance; this percentage chance is the chance that the dragon will be subdued by the hit points of subduing damage it has received at the end of any given melee round. This percentage could be 0%, 1%, 35%, 99% or whatever.

Percentile dice are then rolled, and if the number they show is equal to or less than the percentage ratio the dragon is subdued. It is always subdued when the ratio of subduing damage to hit points equals or exceeds 1:1 (100% or greater).

A maximum of one human-sized attacker per 3 linear feet of exposed dragon (excluding tail) is possible. Thus, a dragon with a 15' long body, fully exposed, would offer opportunity for a maximum of 11 humans to attack it (5 per flank plus one at its head).

Example of Subduing a Dragon: Two 8th level fighters, a 7th level dwarven fighter, an elfen 4th level fighter/6th level magic-user, and a halfling thief of 9th level stumble upon a huge red dragon peacefully asleep upon a veritable mountain of treasure. After a hurried, whispered debate the party opts to strike to subdue as that will a) give them a dragon to use or sell, b) save treasure from destruction by avoiding the fireworks of a general melee, and c) the subdued dragon will have to point out and help carry out the choicest treasure items. The smaller, quiet party members circle the dragon. None stand at the beast's head. With a shout the party strikes with a general bonus of +3 to hit. They all succeed, and the halfling thief gains quadruple damage bonus of striking from behind! They score a total of 44 hit points of subduing damage. The first melee round is over. As the dragon is *ancient*, it has 8 hit points per die, as it is *huge* it has 11 dice, for a total of 88 hit points. The

referee rolls percentile dice, any score of 1% to 50% indicates subdual; a 61% is rolled. Combat goes to round two. As the dragon has just awakened, the party again strikes first. Four of them hit, and another 23 hit points subduing damage is scored. The dragon chooses to breathe (dice score 99%), so he turns his head and fires right where the elf, dwarf and halfling are attacking. Saving throws indicate that each takes 44, 88, and 44 hit points damage respectively. All three char and die. The round is over, and the referee ratios 67 over 88 — 76% is the chance for subdual, but a 92 is rolled. The dragon fights on. Initiative dice are rolled, the dragon wins, decides to bite, and scores a hit doing 23 hit points of damage to the second 8th level fighter. The two fighters strike, one hits, and the dragon takes another 10 hit points of subdual. The third round is over, and the chance for the dragon being subdued is 77:88 (7/8) or 87.5% (treat as 88%). The referee rolls an 89. The fighters win initiative, strike, and score 12 hit points, so the dragon is subdued automatically before it can attack. The garnering of loot now begins.

Value of a Subdued Dragon: Larger towns and cities will usually have a market for dragons. If a dragon is sold, it usually goes out of the game, although the referee may wish to assign it to some one of his special non-playing characters whom he runs for encounter in the town/city. The selling price of a subdued dragon ranges from 100 to 800 gold pieces per hit point. This price is subject to adjustment by the referee. Offers are typically determined by rolling an 8-sided die. Subdued dragons can be ridden.

Length of Subdual: A dragon remains subdued for an indefinite period, but if the creature is not strongly held, well treated, given ample treasure, and allowed ample freedom, it will seek to kill its captor and/or escape. The older and more powerful the dragon, the less the likelihood of it remaining subdued. Likewise, an intelligent, spell-using dragon is not likely to remain subdued. In fact, the latter sort of dragon is likely to attempt to take over its captor and rule his holdings. Evil dragons will never serve a good master for long, and good dragons are 50% more likely to kill/escape from a neutral captor as opposed to one whose alignment is the same as their own. Players may always opt to sell or give a dragon to any other player or keep the monster in their own service. Note that dragons cannot be re-subdued unless they actually regain their freedom.

Encountering Multiple Dragons: If two or more dragons are encountered outside their lair it will be a mated pair if two are encountered and subadults if three or more are encountered. If two or more dragons are encountered in their lair it will be a mated pair — with their young if applicable. Mated pairs are always 5th through 8th age categories. Any young in lair are eggs (10%) or very young (90%). If young dragons are attacked both adults will automatically breathe and then melee to bite, gaining a ferocity bonus of +2 to hit and +1/+3 in clawing/biting damage. If either of the mated pair is attacked the other dragon will rush to its defense, gaining the ferocity bonuses stated above, unless it is attacked simultaneously.

Treasure: Very young dragons will usually have no treasure, but there is a 10% chance that they will have one-quarter the possible listed treasure. Young dragons have 25% chance for one-quarter the possible listed treasure. Subadults have a 50% chance for one-half the possible listed treasure. Young adults, and old dragons have normal treasure. Very old and ancient dragons are 50% and 75% likely to have 150% and 200% respectively of the listed treasure.

Weaknesses of Dragons: The innate cowardice of dragonkind is shown by the fact most can be subdued. Dragons' egoistic nature makes them subject to flattery, and it also makes the more stupid of them prone to attack other powerful creatures whom they view as disputing their dominating position. Greed and avarice are major motivating factors in all but the loftiest of dragons (40% of silver, 80% of gold, and the platinum dragon), so they are subject to manipulation by very clever persons or the prospect of actual treasure and the promise of more forthcoming.

Dragon Saving Throws: When a dragon attains 5 or more hit points per die, its saving throw is calculated by dividing its total hit points by 4, thus giving a higher number of hit dice than it actually has. This reflects the magic resistance and general toughness of this creature. Conversely, even a very young dragon gains the benefit of the actual number of its hit dice, even though the hit points/die are but 1 each, for determining scores required. This reflects the same nature of dragonkind, i.e. magic resistance and toughness.

DRAGONS

Black Dragon (*Draco Causticus Sputem*)

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 3
 MOVE: 12"/24"
 HIT DICE: 6-8
 % IN LAIR: 30%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/3-18
 SPECIAL ATTACKS: *Breath weapon*
 + possible magic use
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (30' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 30%
 Magic Use: 10%
 Sleeping: 50%



The black dragon is typically found in miasmal swamps or marshes, although they also inhabit subterranean lairs as well, for black dragons always seek to lair in deep, dark caves. They tend towards the mid point between law and chaos in their evil.

The black dragon attacks with a claw/claw/bite or breathes — in this case spitting acid in a ½" wide stream which extends 6" in a straight line beginning at the height of the dragon's head and traveling in the direction and at the angle which the monster's head was facing at the time of discharging the acid. Black dragons which can speak and are capable of using magic can employ one first level spell for each stage of their maturity, i.e. 1-8 spells. Roll randomly to determine which spells they know. The spells known are a special form of the ordinary spells which require only a spoken component, but each can be employed but once per day. Repeat spells are possible if random rolls so indicate.

Blue Dragon (*Draco Electricus*)

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 2
 MOVE: 9"/24"
 HIT DICE: 8-10
 % IN LAIR: 50%
 TREASURE TYPE: H, S
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/3-24
 SPECIAL ATTACKS: *Breath weapon*
 + possible magic use
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Very*
 ALIGNMENT: *Lawful evil*
 SIZE: L (42' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 60%
 Magic Use: 30%
 Sleeping: 30%



Blue dragons typically prefer deserts and arid lands; like others of their kind their lair is always some vast cave or underground cavern.

The attack of a blue dragon is a claw/claw/bite or use of its breath weapon. A blue dragon is capable of discharging a bolt of electricity (lightning) in a straight line ½" wide by 10" long. This discharge is always of the stated proportion.

Speaking blue dragons which are able to use spells do so as follows: For each stage of maturity from 1st through 3rd they gain a 1st level spell. From the 4th through 6th stages they gain a second level. At the 7th and 8th brackets they gain a 3rd level spell. Thus, an ancient blue dragon would have 3 1st level, 3 2nd level, and 2 3rd level spells. Determine all such spells randomly; if the same spell is rolled twice the dragon is able to use the spell twice per day.

Brass Dragon (*Draco Impudentus Gallus*)

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 2
 MOVE: 12"/24"
 HIT DICE: 6-8
 % IN LAIR: 25%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/4-16
 SPECIAL ATTACKS: *Breath weapon*
 + possible magic use
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 ALIGNMENT: *Chaotic good*
 (neutral tendencies)
 SIZE: L (30' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 30%
 Magic Use: 30%
 Sleeping: 50%



Sandy desert regions are the typical habitat of brass dragons, whose cavernous lairs are often found therein. Brass dragons are quite forward and officious, and they love to converse. They are rather selfish and tend towards neutrality because of this.

The brass dragon attacks with a claw/claw/bite routine or by breathing either of two weapons — a cone of sleep gas which extends 7" from the creature's mouth to a terminating diameter of 2", or a billowing cloud of fear gas 4" wide by 5" across by 2" deep (ground upwards). Creatures in these gaseous clouds must save versus dragon breath regardless of their level or fall asleep/flee in fear. If the dragon is small sized, saves are at + 2, and if the dragon is of huge size saving throws are at -2, from the number rolled.

If a brass dragon can speak and employ spells, it will gain a first level spell at each odd numbered stage of maturity it attains, and a second level spell at each even numbered age. As is usual with dragons, determine spells known by random selection.

Bronze Dragon (*Draco Gerus Bronzo*)

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 0
 MOVE: 9"/24"
 HIT DICE: 8-10
 % IN LAIR: 45%
 TREASURE TYPE: H, S, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/4-24
 SPECIAL ATTACKS: *Breath weapon*
 + possible magic use
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful good*
 SIZE: L (42' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 60%
 Magic Use: 60%
 Sleeping: 25%



Bronze dragons prefer to dwell in subterranean lairs near substantial bodies of water such as lakes or seas. Despite their love of wealth, bronze dragons are basically of beneficent nature. They often assume the form of some animal in order to observe the affairs of humans.

The attack of a bronze dragon is either a claw/claw/bite or either of two breath weapons — a bolt of lightning 10" long and ½" wide, or a repulsion gas cloud 2" long by 3" wide by 3" high which affects those within it just as a repulsion spell (move away from the dragon for 6 melee rounds unless a saving throw versus dragon breath is made).

Magic-using bronze dragons gain a first level spell at their 1st and 2nd growth stages, an additional second level spell at their 3rd and 4th growth stages, third level spells at the 5th and 6th growth stages, and very old and ancient dragons gain additional spells of the 4th level; thus an ancient bronze dragon would know two each of 1st through 4th level spells. These spells should be selected randomly.

Chromatic Dragon (Tiamat)

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 6"/18"
HIT DICE: 16 (128 hit points)
% IN LAIR: 90%
TREASURE TYPE: 100% H, S, T, U
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 2-16/3-18/
 2-20/3-24/3-30/1-6
SPECIAL ATTACKS: Breath
 weapons, poison and magic
 use
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
SIZE: L (60' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
CHANCE OF:
 Speaking: 100%
 Magic Use: 100%
 Sleeping: 10%



Tiamat rules the first plane of the Nine Hells where she spawns all of evil dragonkind. She hates all good as fiercely as she loves cruelty and hoards wealth. She is seldom (10%) outside her lair, but occasionally she comes to earth to place a new dragon or to seek more treasure. She can travel astrally or ethereally.

Although her sheer size prevents claw attacks, Tiamat can bite with all five of her heads and sting with her tail at the same time, breathe with one or more of these heads or cast spells with one or more heads at the same time. Tiamat's heads are white, black, green, blue, and red. Her breath weapons correspond to the color of each head, exactly duplicating the size and shape of the appropriate dragon's breath weapon and doing damage equal to a huge, ancient dragon of the species applicable, i.e. 56 hit points frost (cold) damage, 64 hit points acid damage, 72 hit points gas (chlorine) damage, 80 hit points electrical (lightning) damage, and 88 hit points fire damage. She can use each breath weapon but once per day. Note that each of her heads is also capable of employing two spells. Tiamat's white head is able to cast two 1st level spells, her black head two 2nd level spells, her green head two 3rd level spells, her blue head two 4th level spells, and her red head two 5th level spells.

Each of Tiamat's heads can withstand 16 hit points damage before going out of commission until regeneration replaces it the following day. If her body takes more than 48 hit points damage she is dispelled to her own plane of Hell (or slain if fought in Hell) just as any other devil.

When encountered in her lair, Tiamat will always have five consort/guards with her — one huge, adult male dragon of the white, black, green, blue and red types respectively. They are all able to speak and use spells, if applicable.

Description: Tiamat's heads have already been noted. These colors run the length of each neck and into the forepart of the body as stripes, gradually blending to three stripes of gray, blue-green, and purple over her back and hind quarters, and merging into a muddy dark brown tail. Her underbelly and legs are greenish white fading into her upper body colors.

Copper Dragon (Draco Comes Stabuli)

FREQUENCY: Uncommon-rare
NO. APPEARING: 1-4
ARMOR CLASS: 1
MOVE: 9"/24"
HIT DICE: 7-9
% IN LAIR: 35%
TREASURE TYPE: H, S
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/5-20
SPECIAL ATTACKS: Breath weapon
 + possible magic use
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic good
SIZE: L (36' long)
PSIONIC ABILITY: Nil
 Attack Modes: Nil
CHANCE OF:
 Speaking: 45%
 Magic Use: 40%
 Sleeping: 40%



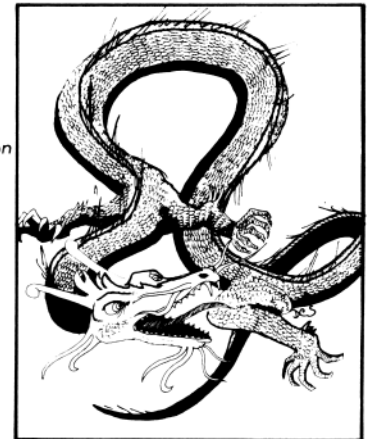
Copper dragons prefer to inhabit arid rocky regions, liking warmer climes in which to locate their cavern or cave lairs. They tend to be rather selfish, and thus many copper dragons are somewhat neutral in their outlook if gain is concerned.

The normal attack of this kind of dragon is either a claw/claw/bite or the use of one or the other of its breath weapons — a discharge of acid exactly similar to that of a black dragon (7" X ½") or a cloud of gas 3" long by 2" wide by 2" deep which will slow any creatures therein unless they make their saving throw vs. dragon breath. The slowing effect causes creatures to move/attack at one-half normal, and it lasts for 6 melee rounds.

Those copper dragons able to use magic gain a 1st level spell for each of their first three age brackets, a 2nd level spell in addition at each bracket of the next three ages, and at the last two an additional 3rd level at each. Thus, a magic-using ancient copper dragon would know three 1st level spells, three 2nd level spells, and two 3rd level spells.

Gold Dragon (Draco Orientalus Sino Dux)

FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: -2
MOVE: 12"/30"
HIT DICE: 10-12
% IN LAIR: 65%
TREASURE TYPE: H, R, S, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/6-36
SPECIAL ATTACKS: Breath weapon
 and magic use
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius
ALIGNMENT: Lawful good
SIZE: L (54' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
CHANCE OF:
 Speaking: 90%
 Magic Use: 100%
 Sleeping: 10%



Gold dragons are able to dwell in any clime, but their lairs are always of solid stone — whether a cave or a castle. Although they love precious metals and gems and use jewels and pearls as nourishment, all gold dragons are lawful, just and good. They are able to assume the form of animals or the guise of humanity, for they can polymorph themselves without harm. It is in some other form that they are typically encountered.

The attack of a gold dragon can be a claw/claw/bite routine or one of two breath weapons—fire in a 9" X 3" cone, or chlorine gas in a 5" X 4" X 3" cloud. Also, a gold dragon is able to cast spells of 1st through 6th level. At the very young age the creature has but a single 1st level spell, as a young dragon it has two such spells. Thereafter it gains two spells of progressively higher level at each new age bracket through old. At very old and ancient age they gain the use of a 6th level spell. Thus, at ancient age a gold dragon knows two of 1st through 6th level spells in addition to being able to polymorph self three times per day. As gold dragons are so intelligent their spells are always of the better sort, and at least half of them actually have regular spell books.

DRAGONS

Green Dragon (*Draco Chlorinous Nauseous Respiratorus*)

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 2
 MOVE: 9"/24"
 HIT DICE: 7-9
 % IN LAIR: 40%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/2-20
 SPECIAL ATTACKS: Breath weapon
 + possible magic use
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average to very
 ALIGNMENT: Lawful evil
 SIZE: L (36' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 CHANCE OF:
 Speaking: 45%
 Magic Use: 20%
 Sleeping: 40%



The race of green dragons prefer to locate their underground lairs in or near woods or forests of the bleaker wilder sort if possible. They are very nasty tempered and thoroughly evil.

A green dragon can attack by a claw/claw/bite routine or by breathing a cloud of poisonous chlorine gas. The gas cloud is 5' long, 4' wide, and 3' high.

Those talking green dragons able to use magic gain a 1st level spell for each of their first four ages, and a 2nd level spell for each of the successive ages, until a maximum of four 1st and four 2nd level spells are known. Select these spells by random determination.

Platinum Dragon (Bahamut)

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 9"/30"
 HIT DICE: 21 (168 hit points)
 % IN LAIR: 75%
 TREASURE TYPE: 100% H, I, R, S, T, V
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-12/2-12/6-48
 SPECIAL ATTACKS: Breath weapons + magic use
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Supra genius
 ALIGNMENT: Lawful good
 SIZE: L (72' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 CHANCE OF:
 Speaking: 100%
 Magic Use: 100%
 Sleeping: 5%



The King of Good dragons, Bahamut the platinum dragon, dwells in a great fortified palace behind the east wind. (No one knows for certain if this place is on the elemental plane of air or some plane betwixt it and the Seven Heavens or Tri-Paradises, save Bahamut and his court.) About one-quarter of the time he roams the earth in the guise of human or nearly any other form he chooses, for Bahamut is able to shape change freely. He can travel astrally or ethereally.

In attacking, the platinum dragon can opt to fight with a pair of clawing attacks and a bite, or he can breathe any one of three forms of breath weapon — cold in a cone 8' long with a base diameter of 3', a cloud of vapor which causes persons therein to save versus dragon breath or lose their substance and assume gaseous form for 12 full turns, or a sonic vibration which will disintegrate up to 150 hit points. He is capable of using each breath weapon twice per day. All saving throws against his breath are at a -3 due to the powerful nature of their originator.

Bahamut is able to employ any spells of 1st through 7th level; two each of magical and 1 each of clerical spells per day, or a maximum of 21 spells. He possesses books listing all known magic spells of these levels.

There are seven huge ancient gold dragons of highest abilities and loyalty who serve as guards, companions, and advisors to Bahamut. He seldom (10%) is without them. (A sage tells of encountering Bahamut in the guise of an old hermit, with seven canaries singing sweetly as they flitted nearby. The sage relates that he would never have known that he was anything other than what he appeared to be except that a group of ogres and trolls happened by much to their sorrow . . .)

Red Dragon (*Draco Conflagratio Horribilis*)

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: -1
 MOVE: 9"/24"
 HIT DICE: 9-11
 % IN LAIR: 60%
 TREASURE TYPE: H, S, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-8/1-8/3-30
 SPECIAL ATTACKS: Breath weapon
 + possible magic use
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic evil
 SIZE: L (48' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 CHANCE OF:
 Speaking: 75%
 Magic Use: 40%
 Sleeping: 20%



The red dragon is usually found dwelling in great hills or mountainous regions. As with most others of this species, they make their lairs in subterranean caves and similar places. They are very greedy and avaricious. Of all evil dragons, this sort is the worst, save for Tiamat herself.

A red dragon is able to attack by means of a claw/claw/bite routine or by breathing a cone of fire, 9' long by 3' base diameter. Speaking red dragons are 40% likely to be able to employ spells.

For each age bracket the dragon has attained it is able to use an additional spell. At the first two ages the red dragon gains a 1st level spell, at the next two a 2nd level spell is gained, at the fifth and sixth ages a 3rd level spell is gained, and at the last two ages a 4th level spell is gained. Thus, an ancient red dragon would be able to employ two spells each of spell levels 1 through 4.

Silver Dragon (*Draco Nobilis Argentum*)

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: -1
 MOVE: 9"/24"
 HIT DICE: 9-11
 % IN LAIR: 55%
 TREASURE TYPE: H, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/5-30
 SPECIAL ATTACKS: Breath weapons + possible spell use
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful good
 SIZE: L (48' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 CHANCE OF:
 Speaking: 75%
 Magic Use: 75%
 Sleeping: 15%



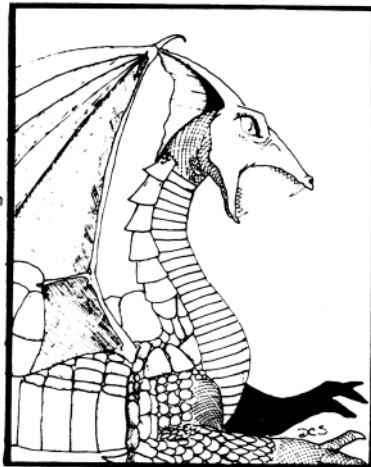
Silver dragons select mountain peaks, clouds, and similar locales in which to establish their abode. It is claimed that this dragon can be found in the home of the King of Good Dragons as well as behind other winds as well. Much as a gold dragon, these creatures are able to polymorph themselves in order to appear as an animal or human (typically a kindly old man or fair damsel if the latter).

When in combat a silver dragon is able to attack with claw and fang or use either of its two breath weapons — a cone of frost (cold) 8" long with a 3" base, or a cloud of paralyzing gas 5" long by 4" wide by 2" high which will take immediate effect upon all within it unless they save versus dragon breath.

Silver dragons who are able to use magic are able to employ a maximum of ten spells. At each of the first two ages they gain two 1st and 2nd level spells respectively. At each age thereafter they gain an additional spell — 3rd level at subadult and young adult, 4th level at adult and old, and 5th level if very old and ancient. Thus, a very young silver dragon of this ability would know two 1st level spells, a young one would know two 1st and 2nd level spells, etc. Furthermore, 25% of magic-using silver dragons have books of spells, so they may select spells for use rather than knowing only a limited number per level.

White Dragon (*Draco Rigidus Frigidus*)

FREQUENCY: Uncommon
 NO. APPEARING: 1-4
 ARMOR CLASS: 3
 MOVE: 12"/30"
 HIT DICE: 5-7
 % IN LAIR: 20%
 TREASURE TYPE: E, O, S
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/2-16
 SPECIAL ATTACKS: Breath weapon
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average (low)
 ALIGNMENT: Chaotic evil
 SIZE: L (24' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 CHANCE OF:
 Speaking: 20%
 Magic Use: 5%
 Sleeping: 60%



White dragons favor chilly or cold regions in which to dwell. They lair in icy caves or deep subterranean places. Although not as intelligent as most other dragons, they are as evil and greedy as any.

The white dragon is able to attack with a claw/claw/bite or with its breath weapon — a cone of cold (frost) 7" long with a base diameter of 2½".

Rare magic-using white dragons are able to employ a maximum of four 1st level spells, gaining one at each even-numbered (2nd, 4th, 6th, 8th) age bracket, i.e. one spell at young age, a second at young adult stage, a third at old age, and the fourth at ancient status. To determine spells usable, select randomly from the 1st level spell list. Duplication is possible, merely indicating that the dragon can use the same spell twice, thrice, or even four times.



THE MISSING DRAGONS

Filling in the tints of the color wheel

by Richard Alan Lloyd

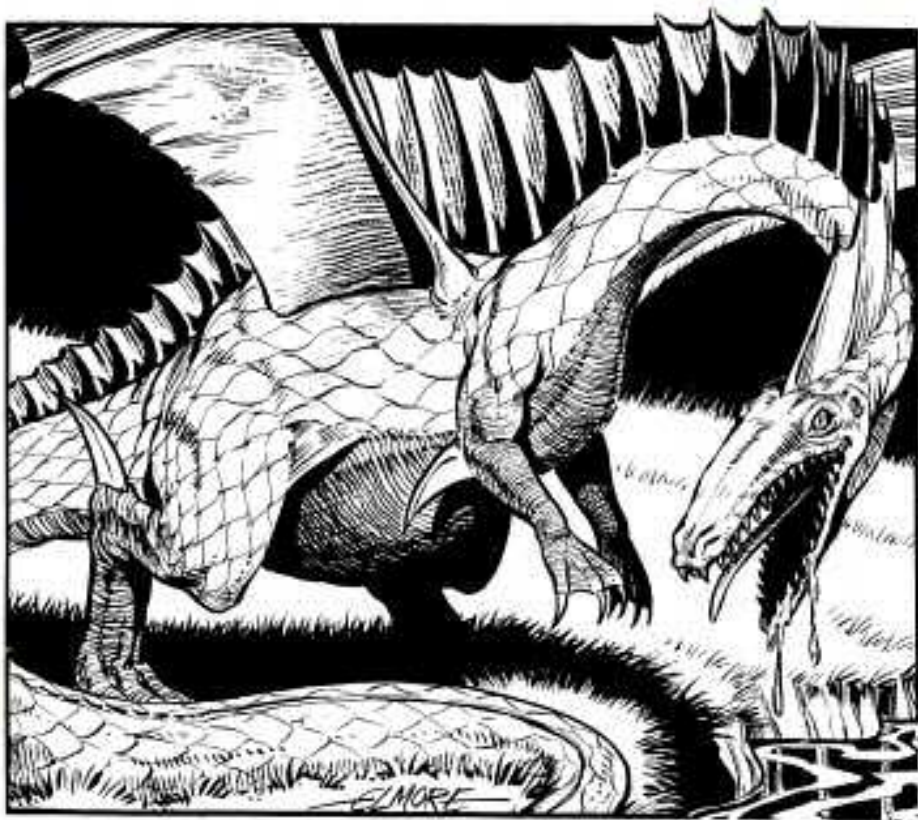
In the section on dragons in the AD&D™ Monster Manual, there are colors not mentioned that could be those of additional evil dragons. Consider the "color wheel" of primary and secondary pigments known to all painters:

The three primary colors are red, blue, and yellow. Pairs of these colors can be combined to form the three secondary colors, purple (red + blue), green (blue + yellow), and orange (yellow + red). Excluding black and white dragons (the former a mixture of every pigment, the latter the absence of any pigment), only three types of dragons whose scales have pigments of the color wheel are blue, and green. They, and the three missing colors (purple, orange, and yellow) together form the main part of the chromatic dragon overspecies.

The origin of dragons is a subject in which can be found conflicting statements. According to the Monster Manual, Tiamat "spawns all of evil dragon-kind." Yet, dragons can be found in mated pairs of the same color, with young and eggs. Therefore, it seems that dragons can come from two sources: from Tiamat, or from others of their kind.

Why not a third source? In the ancient past, the secondary-color dragons could have been the product of matings between two different primary-color dragons. Most of these matings would likely be the result of wizards' experiments since dragons, being intelligent, would probably see only their own red, blue, or yellow species as beautiful or handsome. Nearly all such matings would produce no eggs, or unhatchable eggs, due to genetic problems. However, certain pairings together with sorcerous potions and spells would result in crossbreeds that were not only viable but able to breed true with each other, thus starting the secondary-pigment branches of the dragon overspecies.

YELLOW DRAGON



According to the color-wheel theory, the green dragon's parents many generations ago were blue and yellow dragons. The blue dragon is well documented; despite being rare, it is abundant enough to have been seen by villagers and adventurers alike. Yellow dragons, however, are very rare (or perhaps nonexistent) on the continent where most AD&D adventures take place; few, if any, have ever been seen.

Since no yellow dragon has been captured locally for study, the characteristics of yellow dragons have been deduced by sages asking, "If a green dragon is the product of a blue and a yellow dragon, then what kind of dragon, mated with a blue one, could produce a green dragon?" A green dragon has the same armor class as a blue, so the yellow's AC would be the same or only slightly better. A yellow dragon would be much smaller than a blue, however, since a green dragon is a full six feet shorter than the blue parent.

In a similar deductive fashion, the intelligence, magic-using capability, and

other attributes of the yellow dragon have been narrowed down to a set of likely statistics:

Yellow Dragon

FREQUENCY: *Very rare*
 NO. APPEARING: 1-5
 ARMOR CLASS: 1
 MOVE: 9"/24"
 HIT DICE: 6-8
 % IN LAIR: 30%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/2-16
 SPECIAL ATTACKS: *Breath weapon and possible magic use*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Lawful evil*
 SIZE: L (30' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 30%
 Magic Use: 10%
 Sleeping: 50%

Yellow dragons tend to lair in seashore cave complexes or narrow gorges, or (less often) near high-salinity pools in inland salt flats created by long-dried oceans. Their coloring blends in with the yellows and whites of sun-bleached, salt-encrusted rock and sand.

A yellow dragon will either attack with its claw/claw/bite routine or by its breath weapon — a cone of sodium chloride (salt) crystals 7" long and 2" wide at its base. The salt particles — byproducts of the creature's diet — spray over anyone in its area of effect.

If a victim makes a saving throw vs. breath weapon, this means the victim was in the act of turning aside and/or trying to cover his or her face, so the victim only suffers blindness for a number of melee rounds equal to the hit dice of the dragon. Due to the caustic nature of salt in the eyes, any victim with a constitution of 10 or less must also save vs. poison or faint with pain for 3 or 4 (one-half the hit dice of the dragon, rounded up) melee rounds. For each two points of damage that such a victim has previously taken, the faint is prolonged for one additional round.

Yellow dragons are intelligent enough to keep track of who has been blinded, and will choose to go after still-sighted members of the party, returning in several melee rounds to try to finish off blinded ones before they recover.

Failing to save vs. breath weapon means the victim was struck by the salt cone while unprepared and, in addition to the above effects, is also coughing and choking on salt in the nose, mouth, and lungs (or gills, if an amphibious or aquatic NPC is involved). A victim so afflicted will fall unconscious from lack of air in 1-3 melee rounds and will die in another 3-5 rounds thereafter. The choking person is helpless, but a comrade can perform artificial respiration, forcing out enough salt in one round's time to prevent death. It will take another 3 or 4 (one-half the hit dice of the dragon, rounded up) rounds to clear the salt completely. The victim may still be blinded after this time until his or her eyes are cleansed of salt by tears and/or water. Spells such as *Transmute rock to mud* will not affect the salt since it is a crystal, not a stone. The salt is neither a curse nor a disease; therefore, spells countering such afflictions are of no use. Ordinary water or any other harmless fluid will dissolve the salt in 2 or 3 (one-third the hit dice of the dragon, rounded up) melee rounds.

Yellow dragons able to use magic gain a 1st-level spell at each of the first four age brackets, and gain a 2nd-level spell at each of the remaining four age brackets, in the same manner as green dragons, with the spells selected randomly. Yellow dragons save at +2 vs. metallic poisons such as sodium or arsenic and vs. chlorine or other poisonous gases.

ORANGE DRAGON

Mating a yellow dragon with a red produces an orange dragon. Orange dragons are also very rare (or perhaps nonexistent) on the continent where most AD&D adventures occur. The armor class, size, and many other qualities of an orange dragon would be a hybrid of the attributes of the red and the yellow:

Orange Dragon

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: 0

MOVE: 9"/24"

HIT DICE: 7-9

% IN LAIR: 45%

TREASURE TYPE: *H, S*

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-7/2-7/2-23

SPECIAL ATTACKS: *Breath weapon*

and possible magic use

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Very to high*

ALIGNMENT: *Neutral evil*

SIZE: *L (39' long)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

CHANCE OF:

Speaking: 50%

Magic Use: 25%

Sleeping: 35%

Orange dragons lair in swamp, river, or lake areas, frequently living in caves that either open near water or perhaps

have an underground stream running through them. They tend to keep to the shadows, since their brilliant coloration would make hiding in normal vegetation very difficult, and often begin their day's hunting at dusk.

An orange dragon will either attack with its claw/claw/bite routine (bite is 3d8-1) or with its breath weapon, liquid sodium which is expelled in a stream 1/2" wide and 6" long in a straight-line direction from the dragon's head, in the manner of black dragons. The dull silver-colored stream of sodium oxidizes rapidly when exposed to air; the oily saliva of the dragon serves to prevent premature ignition in the mouth of the dragon. The sodium itself is stored in the digestive tract in a nearly solid state, and is not liquefied until powerful gastric and esophageal contractions bring it up to the mouth.

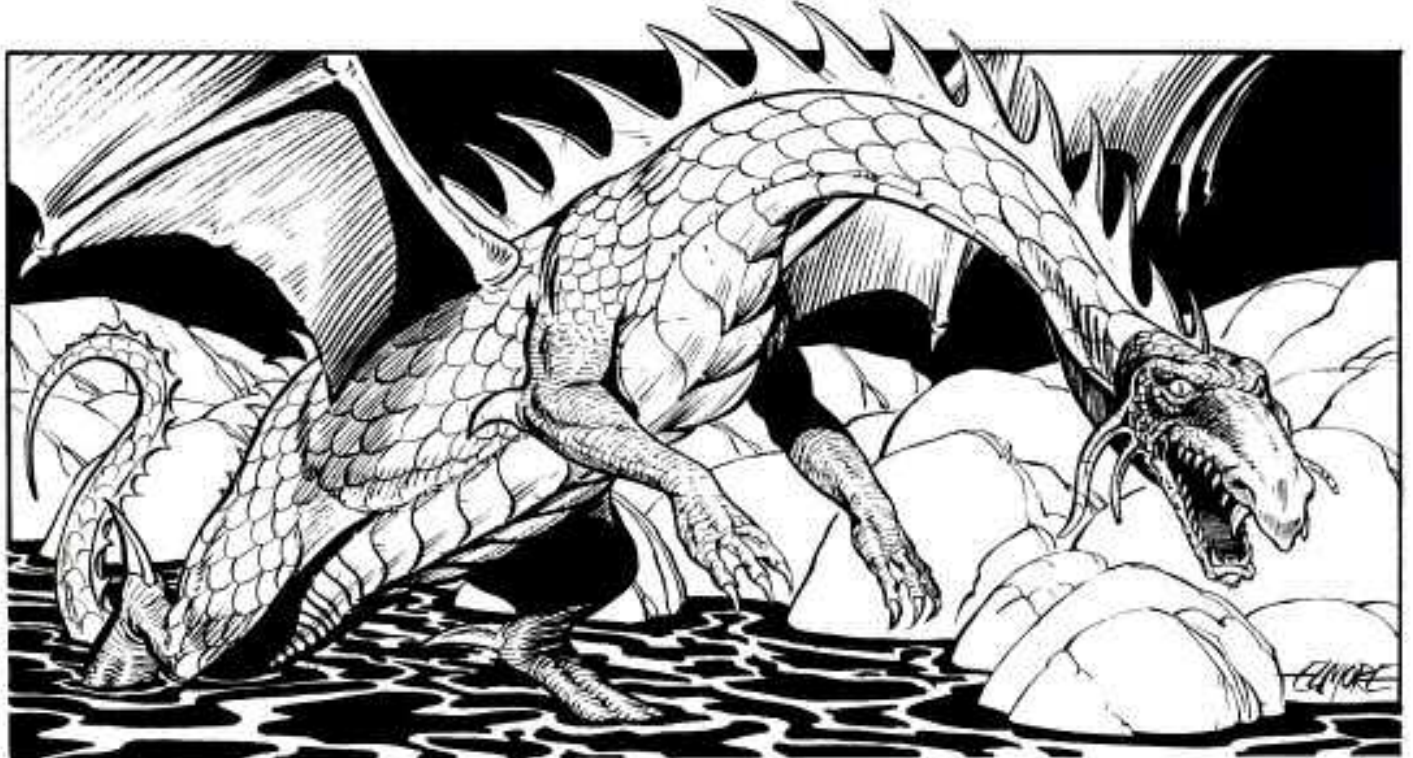
Victims hit by the sodium stream are drenched, and as the saliva runs off and the sodium is exposed to the air, a victim will be engulfed in napalm-like flame, doing damage equal to the hit points of the dragon. This damage is halved if the victim makes a saving throw vs. breath weapon. The sodium will ignite in 1-3 (10 minus the hit dice of the dragon) melee rounds after covering the target.

Sodium explodes when it comes in contact with water, so if well-meaning friends of the victim try to wash the substance off, the resulting blast will do

damage to everyone in a 1 1/2" radius equal to the points the target alone would have lost in fire damage. The only practical way to prevent a victim from catching fire is to drench him or her in oil to prevent the sodium from contacting the air. All clothing and armor must then be removed and cleaned of sodium while the objects are still oil-covered, which takes 7, 8, or 9 (hit dice of dragon) turns. There is, of course, an element of risk in the pouring of oil, should the sodium ignite just as the oil hits the victim.

A favorite attack mode of orange dragons is to expel sodium into a river or lake directly adjacent to a camped party (or a boatload) of adventurers. An average-sized adult dragon would spit a stream of sodium "worth" 40 points fire damage into the water, and the explosion would cause this much damage to everyone within a 1 1/2" radius—probably leaving most party members hurt, and overturning or destroying boats.

An orange dragon able to speak and employ spells gains a 1st-level spell at each of the first three age brackets, a 2nd-level spell at each of the fourth and fifth ages, and a 3rd-level spell at each of the last three ages. An ancient orange dragon would therefore know three 1st-level, two 2nd-level, and three 3rd-level spells, selected randomly. Orange dragons save vs. metallic poisons such as sodium or arsenic at +4 and vs. fire (regular and magical) at +2.



DRAGONS

The third very rarely seen dragon type is the purple. Two well documented dragons, the red and the blue, may mate to produce a purple dragon. This is the strongest of the three missing dragon types, since its parents are the largest and most intelligent evil dragons.

Purple Dragon
FREQUENCY: *Very rare*
NO. APPEARING: 1-4
ARMOR CLASS: 1
MOVE: 9"/24"
HIT DICE: 8-10
% IN LAIR: 55%
TREASURE TYPE: H, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-7/2-7/5-27
SPECIAL ATTACKS: *Breath weapon and possible magic use*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral evil*
SIZE: L (45' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
CHANCE OF:
Speaking: 65%
Magic Use: 35%
Sleeping: 25%

Purple dragons can lair in almost any climate, but a lair will always be a deep complex of underground caves, free from any natural light sources. The breath weapon of a purple dragon is at its most startling in utter darkness.

A purple dragon will either attack with its claw/claw/bite routine (bite is 2d12 + 3) or by its breath weapon, generating a bolt of energy in a straight line 1/10" wide and 10" long, similar to that of a blue dragon, but narrower. The bolt is a high-energy lance, a merging of the lightning and fire from the dragon's blue and red parents. Victims take damage equal to the dragon's hit points from being fully struck; victims who make a save vs. breath weapon are only struck a glancing blow and take half damage. Both the victim and anyone else standing in a 120° arc in front of the dragon's head are struck blind for 8-10 (hit dice of dragon) melee rounds due to the eye-searing brightness of the beam. The blindness is of half duration outside in daylight, and of three-quarters duration (round fractions up in both cases) in a torch-lit room underground.

Magic-using purple dragons gain a 1st-level spell at each of the first three stages of growth; a 2nd-level spell at the fourth and fifth stages; a 3rd-level spell at the sixth and seventh stages; and a 4th-level spell at the final stage. A magic-using ancient purple dragon would know random spells consisting of three 1st-level, two 2nd-level, two 3rd-level, and one 4th-level incantation. Purple dragons take half damage from lightning and fire attacks (regular and magical).

PURPLE
DRAGON



General information
To augment the attack-effectiveness table on page 30 of the Monster Manual, attacking a yellow, orange or purple dragon is subject to these penalties and bonuses:

Dragon's Breath	Attack by:				
	A	E	F	W	El
Salt	+1	—	—	+1	—
Sodium	—	-1	—	—	—
Energy	—	+1	-1	—	-1

A = Air; E = Earth; F = Fire;
W = Water; El = Electricity.

While the frequencies of the missing dragons are all listed as *very rare*, this could simply imply that dungeon adventurers are staying close to home. On an-

other continent or atop a nearly inaccessible plateau, the frequency of each should be *rare*, so that conventional encounter tables for dragons can be used.

Descriptions of these three dragons now complete the evil dragon overspecies. A sage can easily trace the biology of the most distinctive dragon characteristic, the breath weapon. The fire of the red dragon breaks apart the sodium chloride (salt) of the yellow dragon, giving sodium as a breath weapon for the orange dragon. The electricity-generating effect of the blue dragon breaks the sodium chloride of the yellow dragon apart to form the chlorine breath of the green dragon. And the weapons of the red and blue combine to yield the energy lance of the purple dragon.



Dragon, Greyhawk

Climate/Terrain: Temperate cities; rarely, temperate hills, barrens or forested hills

Frequency: Very rare

Organization: Solitary

Active Times: Any

Diet: Omnivore

Intelligence: Supra-genius (19-20)

Treasure: U

Alignment: Lawful neutral (good tendencies)

Reaction Modifier: +2

Number Appearing: 1

Armor Class: 0

Movement: 12"/24" (MC:E)

Hit Dice: 11

THAC0: 10

Number of Attacks: 2 claws, 1 bite

Damage per Attack: 1-10 (claw) x 2, 3-30 (bite)

Special Attacks: Breath weapon, magic use

Special Defenses: Spell immunity

Magic Resistance: 75%

Size: Huge (25 feet long)

Morale: Fanatical (20)

Experience Value: 6200 + 20/hp

Greyhawk dragons love the companionship of humankind, and prefer to live in cities. They are highly magical and intellectual.

Physical Appearance: Although considerably smaller than many of its kin, the Greyhawk dragon shares the strength and robustness typical of other dragons. Its scales are a rich metallic grey reminiscent of brushed steel, ranging to a darker hue—almost like blued gunmetal—on the creature's underside and towards its tail. The membranes of its wings have the sheen of fine silk.

Combat: At heart a peaceful creature, the Greyhawk dragon avoids combat where it can. If conflict is inevitable, however, it fights with great intelligence and lethality. In addition to its claw/claw/bite attack routine, three times per day it can exhale a highly toxic gas (save vs. poison at -4 or die). The maximum amount it can exhale would fill a cube 30 feet on a side; however, the dragon can carefully meter the amount. The gas is quickly absorbed through the skin, and is just as lethal as if breathed. Partial protection can be gained through coating all exposed skin with lard or other grease, as this attenuates the effect of the poison (the save is now made at -2). The toxicity is very short-lived—within two minutes of exposure to oxygen, the gas becomes inert.

In preference to any physical attack, the dragon is likely to use magic. At the very young age, it has four 1st level spells. Thereafter, it gains four spells of progressively higher level at each new age bracket (thus at old age, it has four spells of each level 1st through 6th). From birth, it can also *polymorph self* five times per day. Unlike the regular magic-user spell, this ability has an unlimited duration.

The Greyhawk dragon is immune to magic user spells of 1st through 4th level. Against all other magical effects, it has a magic resistance of 75%. It can use all magical items permitted to the magic-user class.

Habitat/Society: Because of its love for and fascination with humanity, the Greyhawk dragon usually lives *polymorphed* into human form. Its favored habitat is a large city, where it typically owns a large house, and where it's often the center of artistic and intellectual gatherings—poetry readings, discussion groups, etc. In their human identities, Greyhawk dragons are often well-known among the intelligentsia and patrons of the arts. They keep their true nature inviolably secret.

Food is usually the creature's biggest problem: Although it might take the form of a man or woman, it must eat enough to maintain its true bulk. Every two weeks or so, it drops out of sight and travels to nearby wilderness areas (where it might claim to own a hunting lodge). Here it hunts, making up for its enforced fast (at least, by dragon terms) in the city. Like other dragons, the Greyhawk variety is omnivorous, but prefers fresh meat. It never eats domesticated herds, preying instead on wild animals—particularly those baneful to man.

Greyhawk dragons are very rare creatures: even the largest city might have only one or two living (secretly) in its midst. Although they take stringent precautions to prevent their true nature from being discovered, one Greyhawk dragon can recognize another on sight. Dragons in the same city are usually cordial to each other, though they don't usually seek each other's company. Every twelve years, however, the dragon seeks a mate, often from another city. When it has found one, the couple retires to the wilderness, where they raise a single offspring. Once the youngster is old enough to fend for itself—about 24 months—the parents separate and return to their individual lives. The creatures very rarely select the same mate twice.

Greyhawk dragons speak their own language and the languages of most humans, demihumans and humanoids. They can be found—if they wish to be found—in any large town or city. There are reputed to be no fewer than five Greyhawk dragons in the city whose name they bear! . . . although nobody—least of all the dragons themselves—seems willing or able to substantiate this.

Niche: Greyhawk dragons are at the top of the food chain, with no natural enemies. In cities, they rarely work as artisans, preferring to act as collectors and disseminators of information (like sages).



Created by Pat Reinken

Legends say that Ahi and Rahab are twins—that the steel dragon and the gray dragon emerged from the same egg, but somehow grew up as total opposites. They apparently are indeed from the same hatch, and they are both known to be very powerful (some say that if they were to fight each other, neither would live), but the truth of their origin is lost in antiquity. This may be just as well, for these two dragons are not known for their hospitality and are said to not look kindly on trespassers.



Steel Dragon (*Draco Ferrosus Carbo*)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVEMENT: 9"/48"
 HIT DICE: 12 (96 hit points)
 % IN LAIR: 85%
 TREASURE TYPE: H, S, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/3-24
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful good*
 SIZE: L (60" long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 CHANCE OF:
 Speaking: 100%
 Magic Use: 100%
 Sleeping: 15%

Ahi, the steel dragon, is a loner. He lives high in the uppermost atmosphere of the Prime Material Plane in a castle that circles the earth on the west wind. Although he is lawful good, Ahi will not

hesitate to properly deal with trespassers and other intruders into his home. At regular intervals, the steel dragon visits the earth to feed and gather small treasures from any evil characters he finds.

The steel dragon can attach with the usual claw/claw/bite routine of other dragons or with one of three breath weapons: a cloud (2"x2"x3") of poison vapor that causes 2-12 points of damage and unconsciousness for 2-4 rounds; a cloud (same size) of scalding water vapor that causes 6-36 points of damage and blinds for two rounds; or a cone of vapor 6: long (base diameter 2") that causes affected creatures to assume *gaseous form* for 5-10 rounds.

Ahi can cast any magic-user spell of first through sixth level, but can employ only two spells per day. The steel dragon can make himself gaseous at will and will do so in order to get behind an opponent. In addition to this, Ahi's appearance to characters and other creatures is as a shifting, cloudy dragon-shaped mass of vapor. Because of this appearance, any opponent attacking the steel dragon with a weapon will always miss on his or her first attempt to hit.

Steel Dragon

Grey Dragon

Grey Dragon (*Draco Nox Diabolus*)

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -5 (-2)

MOVE: 15"/24"

HIT DICE: 12 (96 hit points)

% IN LAIR: 100%

TREASURE TYPE: H, S, T, U

NO. ATTACKS: 5

DAMAGE/ATTACK: 1-8/1-8/1-4/
1-4/5-40

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

ALIGNMENT: *Chaotic evil*

SIZE: L (48' long)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

CHANCE OF:

Speaking: 25%

Magic Use: 75%

Sleeping: 10%

The grey dragon, Rahab, is hated by dragons as much as he is hated by all other creatures. The only living things around him are the men, dwarves, and goblins he has enslaved. He lives deep in a cavern in a remote mountain range and never ventures forth from it.

The grey dragon attacks with the usual claw/claw/bite routine but gets two additional swings with his claws because of his tremendous speed. The latter two claw attacks are at -1 "to hit" and do only 1-4 points of damage. Rahab's breath weapon is a gas cloud that affects all victims within its boundaries (2" + 2" + 3") as a super-powerful *charm* spell. Affected characters or creatures (those who fail their saving throw vs. breath weapon) will never again attack Rahab or seek to do him harm for as long as they live, or until the effect of the breath weapon is negated by a *Remove Curse* spell.

Those who enter the dragon's cavern

will find nothing but a large mound of blackness, for Rahab is hidden by a form of *Continual Darkness*. The spell is not affected by anything save *Continual Light*, which will act as a *Light* spell. In this darkness, Rahab has an armor class of -5. If the darkness is temporarily alleviated by the application of *Continual Light*, its armor class worsens to -2.

If adversaries come close enough to the dragon, or if Rahab advances toward his foes, the grey dragon may be able to envelop his opponents in this blackness, effectively blinding them. If he manages to do this Rahab receives a +5 bonus "to hit" on each character so affected. The dragon's own vision is sufficient to see under the darkness. The edge of the area of darkness is approximately three feet away from the dragon and surrounds him totally.

The dragon can cast two magic-user spells per day, but can use no spell of higher than third level.



Taxonomically, dragons have always been considered an isolated group. According to the Monster Manual, they are all members of the same genus (*Draco*) and, apparently, only distantly related to the reptiles. However, from faraway Drogasia comes word of a form that is obviously related to the Draconian dragons, but also merits distinction as a separate group.

The Drogasian land dragons, or "landragons," as they are called by the natives, have breath-weapon abilities like their cousins do, but they lack the ability to fly. However, they have stunted wing appendages (often put to use for purposes other than flight) that serve as evidence of the strong evolutionary link between the two groups. Other noteworthy differences between the types include the bulkier build of the Drogasians, the shorter, thicker tail, often used as a defensive weapon, and a different growth pattern from that of all flying dragons. Also, few of these flightless dragons show the intelligence associated with their better-known counterparts.

stray into their area, as well as wild prey. In their encounters with humanoids, they will be very territorial and defensive. The arack will bluff and charge "half-heartedly," with crest and wings expanded, trumpeting the call that gives the beast its name, attempting to drive off anyone who comes within its domain. If the intruders run away, the dragon(s) will generally not pursue, unless especially hungry (1 in 6 chance). If cornered or the target of a charge, these beasts will attack at once, using the breath weapon in the defensive mode while doing so.

These great "lizards" grow fairly slowly but continually throughout their lives. Newly hatched young average 4' in length (nose to tail) and thereafter they grow at a rate of about 3' every 10 years until they are 120 years old. Beyond that, during old age, no further growth occurs.

Dragons of this species can live to be about 150 years old. As they grow, they gain hit points and earn increases in their melee attack ability. They are hatched with 1d10 hit points and gain

LANDRAG

These differences have led sages to place the three documented species of "landragons" of Drogasia in a separate genus, that being *Drogas*. Dragons of this genus have the same fear aura ability as their flying cousins, but they never possess any magical ability. All three species have developed strong physical abilities, of both offensive and defensive nature, to offset their lack of flight and magic, and overall they can be at least as formidable as the Draconians.

A land dragon found outside its lair will not be asleep. One (or more) *will* be asleep whenever encountered inside a lair (usually a cave or an old dungeon), unless the party awakens the dweller(s) of the lair in its approach.

Wingless wonders of a faraway land

by Ronald Hall

ARACK (*Drogas amagia*)

FREQUENCY: *Rare*

NO. APPEARING: 1-4 (50%: 1 only)

ARMOR CLASS: 1

MOVE: 15" (climbing: 9")

HIT DICE: 1-10

% IN LAIR: 50%

TREASURE TYPE: B

NO. OF ATTACKS: 3

DAMAGE PER ATTACK: up to 1-8/1-8/5-30

SPECIAL ATTACKS: *Breath weapon, tail*

SPECIAL DEFENSES: *Breath weapon*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Semi- to low*

ALIGNMENT: *Neutral*

SIZE: L (up to 40' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

The appearance of the arack dragon, and its use of a breath weapon, make it an obvious relative of the Draconian ("true") dragons. Its lizard-like body with slightly stunted wing appendages is somewhat bulkier than the bodies of the flying dragons, but its size and mobility on land make it a formidable opponent. This species has blue-grey scales and a deep red underside matched in color by the crest on the head and neck and the membranous ligatures on the malformed wings. The wings have three slender "fingers" of unequal length, one with a long nail. These are the "wing spears" the beast uses as a secondary weapon in melee.

Arack dragons are found in rocky areas on the outskirts of civilization. They feed on domesticated cattle, sheep, and goats that





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one hit-point die with every 4 feet of growth; hence, the length of a particular arack can be used to determine its number of hit dice (length divided by 4, rounded down).

A newly hatched arack dragon has no breath weapon, its wing spears are unusable in attack, and its bite does only 1-6 points of damage. When it reaches 10 years of age, the creature gains the use of both its wing spears and its breath weapon; at this point, the wing spears do 1-3 points of damage per hit each, and the gas emitted by the breath weapon has full effect but only covers an area within a 14' radius to 7' high.

As the dragon grows thereafter, the area of effect of its breath weapon grows as well, with the height always equal to the dragon's length and the radius twice as large. The wing spears do 1-4 points of damage at age 40, 1-6 points at age 80, and 1-8 points at age 120. The damage figure for the beast's bite increases as well (as shown on the accompanying growth table), going up by 1d6 for, roughly, each 27 years up to age 106.

ARACK DRAGON GROWTH TABLE

Age (yrs.)	Hit dice	Damage:		Length
		Wing spears	Bite	
0-9	1d10	none	1-6	4'-8'
10-12	1d10	1-3	1-6	7'*
13-26	2d10	1-3	1-6	8'-11'
27-39	3d10	1-3	2-12	12'-15'
40-52	4d10	1-4	2-12	16'-19'
53-66	5d10	1-4	3-18	20'-23'
67-79	6d10	1-4	3-18	24'-27'
80-92	7d10	1-6	4-24	28'-31'
93-106	8d10	1-6	4-24	32'-35'
107-119	9d10	1-6	5-30	36'-39'
120-150	10d10	1-8	5-30	40'

* — Breath weapon capability gained at age 10.

The breath weapon of the arack dragon is a gaseous cloud, nearly transparent but faintly visible in daylight (but *not* under torchlight, moonlight or magical light short of a *continual light* spell). The size (area of effect) of the breath weapon, as mentioned above, is a direct function of the dragon's size. The height of the cloud is equal to the length of the dragon's body, and the radius it covers is equal to twice that number.

The breath weapon is usable only twice per day but does not dissipate quickly; the cloud normally persists for 10 turns. Living creatures (except for the arack) within the gas will notice a sticky dampness and a stifling lack of oxygen (described by the DM as "stuffiness"). This causes the loss of 1 additional hit point, cumulative, for each round that a victim is in the gas cloud: 1 point for the first round, +2 points in the second round (for a total of 3), +3 points in the third (total of 6), and so on.

If a victim retreats out of the cloud and remains out of its area of effect for a number of rounds equal to the time he or she was inside, then the cumulative effect is "reset" (to 1 point) if the cloud is re-entered. If the "time out" is not as long as the last period of "time in," then the cumulative damage will continue to increase, counting upward from where the count left off, if the cloud and the victim again come into contact. A character who retreats out of the cloud and stays out long enough to "reset" the cumulative damage receives a saving throw (vs. poison), success indicating only half (of the total accumulated) damage was taken from the character's last time in the cloud.

The other effect of the arack's breath weapon is a damping effect that it has on magic. The gas reduces the combat effectiveness ("to hit" and damage figures) of all magical weapons by 2, and has an adverse effect on certain spells. A +1 or +2 weapon becomes, in effect, a +0 weapon, still magical in nature (with its other special properties intact) but having no enhanced combat usefulness at the moment. A +3 weapon becomes "worth" only +1, and so forth. Cantrips and first-level spells will fail automatically in the casting, or cease to operate — regardless of the level of the caster — if their area of effect coincides, in whole or in part, with the gas cloud. A character attempting to cast a spell of higher than first level must make a saving throw, using the

proper row of the following chart, for the casting to succeed — but this save is only necessary if the spell is targeted into or through the breath cloud. (This is in addition to all other rolls that might be necessary to determine spell success or failure.)

If a magic item having charges is within the area of the breath, the DM may (optionally) secretly roll a saving throw for each charge remaining in the item, assuming in this case that the gas dissipates charges from the item upon exposure of the item to the gas, but does not prevent it the item from operating (except, possibly, by dissipating *all* of its charges). Artifacts and relics will not be affected in any case, their spells work normally within the gas, and they may not be discharged while in the gas.

Spell saving throws

Spell level	Saving throw
Cantrips	Fail automatically
1st	Fail automatically
2nd	20
3rd	17
4th	15
5th	12
6th	9
7th	5
8th	1
9th	Succeed automatically
Rings	7
Rods	15
Staves	14
Wands	16

In melee, the arack can be a formidable opponent. If a fight is imminent, the beast will use its breath weapon to create a cloud of gas in a convenient area, then step into the cloud to fight the humanoids threatening it. The gas does not dissipate or spread under normal conditions (short of a *gust of wind* spell or the like), so anyone trying to fight it must suffer the effects of the breath unless it can be blown away. The effects are not always obvious, however, since the gas is nearly invisible, even in daylight. Meanwhile, the arack will attack with its mouth and wing spears against anyone in front or alongside it (on three separate targets). The neck is supple, able to attack on either flank, and the beast is quick about turning to face those who think they are behind it. In battle, it sweeps its tail back and forth continually and with some velocity. Anyone to the rear of the dragon will have to contend with the tail as they attack; a successful hit by the tail (rolled as for any other "to hit" chance) knocks the opponent down, does no damage, but causes the victim to take a round to get back to his or her feet.

SCINTILLATING DRAGON (*Drogas radiatas*)

FREQUENCY: *Very rare*

NO. APPEARING: 1 (10%: 1-6, family group)

ARMOR CLASS: 1

MOVE: 12"

HIT DICE: 2-12

% IN LAIR: 20%

TREASURE TYPE: D

NO. OF ATTACKS: 2

DAMAGE/ATTACK: up to 1-8/6-36

SPECIAL ATTACKS: *Breath weapon*

SPECIAL DEFENSES: *Fear at -3 (see below)*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low to average*

ALIGNMENT: *Neutral*

SIZE: L (up to 45' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

This land dragon has a more muscular body than the flying types, with an agile, snake-like neck and a short, thick tail. The dragon's scales are luminescent and iridescent; its body is colored

The scintillating dragon sees humans as a good source of protein as well as a threat to its own existence, and will attack a human-dominated group with virtually no provocation, unless the dragon senses itself to be vastly outclassed. Anyone who ventures into the home ground of a scintillating dragon is considered, literally, fair game.

in rainbow tones that sometimes seem to ripple across the scaly surface. The scales have a soft glow of their own, which intensifies the “moving rainbow” effect and actually turns the dragon’s appearance into a sort of natural weapon.

The dragon’s strange appearance will entrance some adventurers. Upon sighting the dragon, all humanoids must attempt to save by rolling their intelligence or less on d20, with a –3 modifier to the die roll. Those failing this roll will either run away in panic (if the roll would have failed without the adjustment) or stand entranced by the flashing colors. Those thus enraptured will continue to watch the dragon until they are attacked or until the dragon moves out of view.

The entrancing effect will be negated if victims are forcibly turned to face away from the dragon or blinded in some way (a hood, for instance) and kept from viewing the dragon for one round. Likewise, it takes one round for characters to “snap out of it” after the dragon leaves their viewing area. But if an entranced character is attacked, the trance is broken immediately. The entrancing effects of the dragon’s scintillating hide can only “charm” a character upon first glance (when the saving throws are rolled). Those who make this saving throw will not be affected as long as the dragon remains in viewing range. However, a new round of saving throws would be required if the dragon moved out of, and then back into, viewing range.

This land dragon is not unintelligent and will usually attempt to eat or disable immobile, entranced victims (attacking at +4 against such defenseless creatures). The scintillating dragon sees humans as a good source of protein as well as a threat to its own existence, and will attack a human-dominated group with virtually no provocation, unless the dragon senses itself to be vastly outclassed. The beast seldom seeks out civilized areas for its depredations, but will if its normal sources of food are depleted. Anyone who ventures into the home ground of a scintillating dragon is considered, literally, fair game.

As with other members of this genus, the growth of this species is slow but sustained. At the time of hatching, a young dragon is only 6’ long (including the tail). Growth for the first 60 years of the dragon’s life is at the rate of 1 foot every 2 years, to a length of 36’ at age 60. Then the dragon’s growth slows to 1 foot every 10 years, to a maximum length of 46’ attained at 160 years of age. Individuals of the species have reportedly lived to age 200.

The scintillating dragon’s abilities in all respects are reflected by its size, with damage, hit dice, and hit probability increasing as body length increases. A newly hatched dragon has 2d10 hit points, a bite that does 1-6 points of damage, and a tail that does no damage. As the dragon grows, it gains 1 hit die for every 4 feet of growth.

At 16 years of age (14’ in length), the dragon’s bite damage increases to 2-12 points and the bludgeon-like tail is strong enough to do 1-2 points of damage. This is also the age when the dragon acquires its breath weapon capability. With every 8 feet of additional growth, the bite damage increases in damage by 1d6 and the tail by 1 point of damage at the maximum (skipping the ranges of 1-5 and 1-7). The beast’s breath weapon ability

increases as a function of hit points, in the manner described following the table.

SCINTILLATING DRAGON GROWTH TABLE

Age (years)	Hit dice	Damage:		Length
		Bite	Tail	
0-7	2d10	1-6	0	6-9’
8-15	3d10	1-6	0	10-13’
16-23	4d10	2-12	1-2	14-17’*
24-31	5d10	2-12	1-2	18-21’
32-39	6d10	3-18	1-3	22-25’
40-47	7d10	3-18	1-3	26-29’
48-55	8d10	4-24	1-4	30-33’
56-79	9d10	4-24	1-4	34-37’
80-119	10d10	5-30	1-6	38-41’
120-159	11d10	5-30	1-6	42-45’
160-200	12d10	6-36	1-8	46’

* – Breath weapon capability gained at age 16.

The breath weapon of the scintillating dragon is a shimmering beam of energy, 10 feet wide and with length equal to five times the length of the dragon (up to a maximum of 230 feet). The presence of the beam is practically undetectable; the beam itself is invisible, but when it is in use the affected area resembles thousands of glinting dust particles in a strong beam of light. Damage is computed by rolling one d6 for each hit die the dragon has (up to 12d6), with a saving throw vs. breath weapon for half damage. The dragon can use this breath weapon up to 3 times per day.

The damage from this breath manifests itself in an unusual form. Only half the damage is felt immediately (round down), as “burn damage.” The remainder appears over the course of the next two days (half of the remainder each day) as the victim gradually weakens (losing 1-3 strength points each day) and breaks out in large burns. Non-magical healing from these wounds doesn’t begin until the fourth day after infection and proceeds at only half the usual rate. Magical healing applied on the day of the attack heals only half the damage rolled for at the time of the healing, but the remaining half of regained hit points will be applied against the delayed damage.

Only after the victim’s healing is completed (by magic, time or a combination of the two), the victim may become aware of the worst effect of this insidious ray: Short of the use of *regeneration* or a *limited wish* spell, not all of the damage done by the breath weapon will heal. Permanent damage to a victim is reflected in a reduction in the victim’s number of recoverable hit points.

To compute the amount of permanent damage, roll percentile dice and multiply the result, as a percentage, times the amount of delayed damage incurred by the victim (round down). This gives the number of hit points that may not be recovered thereafter without the use of high-level magic. If the hit points or strength points of a victim drop below zero at any time during the “delayed damage” process, he is dead.

The loss of strength points is independent of the amount of damage taken, even if more than one breath attack is used on the same figure. The lost strength points will be recovered at the same rate as lost hit points (one every 2 days), and magical cures will not help this (except for *regeneration*). When a healing/curing spell is used on a character who has also suffered damage of another sort, the other damage is recovered first, before applying any of the healing power to the breath damage.

Example: Kasanati the Unwise, sixth level fighter, and his party are involved in a melee with a scintillating dragon 39 feet long. During the fight, the dragon breathes on Kasanati, doing 10d6 of damage. Kasanati successfully rolls his saving throw, cutting the damage in half, but still suffers 14 points of damage. Seven points are applied immediately. The party’s cleric casts a *cure light wounds* spell, expecting to heal about 4 points of damage, and is puzzled when only 2 points are cured. (The spell actually *did* heal 4 points of damage, but only half of the healing points are applied immediately.)

The next day, as they travel, Kasanati feels weak (he has lost 1

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strength point) and, by day's end, he has lost another 3 hit points (4 minus 1 of the "healing points") and large blemished areas are appearing on his skin.

The next day, Kasanati loses another d3 of strength (2 points this time) and 2 more points of damage (3 minus the last "healing point").

Kasanati does not die, since his original hit-point total and strength score were high enough to stand these losses. The DM now rolls percentile dice for permanent damage, getting a 68. This means that the unlucky fighter will be unable to recover 68% of the hit points he lost to the "delayed damage" effect of the dragon breath. The delayed loss was 7 hit points (simply half of the total damage; the effect of the *cure* spell does not enter into this calculation).

So, of the hit points Kasanati lost to delayed damage, four are lost forever (68% of 7 = 4.76, rounded down to 4) and the other three can be recovered. The maximum number of hit points Kasanati can have when at full strength is now four less than it was before he decided to engage the scintillating dragon (as if he had never rolled those four hit points in the first place). This reduction can only be offset by *regeneration*, *limited wish*, or *alter reality* spells.

Since the effect of its breath is so damaging and long-lasting, the scintillating dragon is usually treated with great respect by

all creatures that live within its area, and the dragon moves about with self-assurance. It expects most of those it meets to flee (either by being panicked by the "scintillation" attack, or through real fear of what it can do), or be chewed up if they are unlucky enough to be entranced.

If several characters attempt to fight it together, the dragon will be offended — not afraid — and if attackers are clustered it will use its breath weapon (if possible) to "burn" all who stand in its way, hoping to garner one or two to satisfy its nearly constant hunger. If forced into melee, it will use its large mouth to bite (again, bringing its breath weapon into play if several opponents are within a potential area of effect), while beating its tail back and forth to cover its rear. Anyone hit by the tail must make a saving throw vs. breath weapon or be knocked to the ground and unable to attack in the next round.

If more than one scintillating dragon is encountered, it will be a family group consisting of a female and her brood. The hatchlings of this species remain with their mother for protection until they are capable of using their breath weapon and fending for themselves. The female will be at least 30' long and the juveniles all 15' or less. (Sometimes one of the young will remain with the mother for a year or so after acquiring use of the breath weapon at 14'.) The mother will be very defensive and will attack at the slightest provocation in an encounter.

NIGHT DRAGON (*Drogon retinosis*)

FREQUENCY: *Rare*

NO. APPEARING: 1-6 (20%: family groups of 2-8)

ARMOR CLASS: 2

MOVE: 15"

HIT DICE: 2-8 (d8)

% IN LAIR: 60% (100% in daylight hours, 20% at night)

TREASURE TYPE: D_x2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Up to 4.32

SPECIAL ATTACKS: *Breath weapon*

SPECIAL DEFENSES: *Hide in darkness*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average to high*

ALIGNMENT: *Neutral evil*

SIZE: L (up to 32' long)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

The night dragon gets its name from its nocturnal hunting habits and is well adapted for this style of attack. Its scales are black with grey streaks, camouflaging the creature in any underground or after-dark environment. Night dragons are almost never encountered in daylight, spending their days in their caves, or other dark lairs. For this reason their range of vision includes both infravision and ultravision, but their vision is rather weak in the normal spectrum.

The beast's quiet movement and the ability to stand perfectly still when approached provide it excellent cover. In any encounter in the dark, a night dragon will be 90% undetectable at a range of over 3" unless it is backlighted or within the radius of a *light* spell (or *faerie fire*, etc.). When within 3" of a party, a night dragon will attack, usually with surprise, unless the dragon has already been detected. If strong light is used by its opponent(s), the dragon will be at a slight disadvantage (-1 "to hit" on all of its attacks, including its breath weapon).

Night dragons are quite intelligent and sometimes hunt in groups of 2 or more. These hunting packs are especially fearsome since they will act in concert, to the maximum disadvantage of their prey. Such tactics as baiting an enemy into an ambush (with ambushers hidden in the dark), attacks from the rear, and group breath attacks are not unknown.

This species of dragon exhibits increasingly powerful capabilities with age, as do others of this genus (see the Growth Table below). Hatchlings are 3' long including the short, thick tail,

with 2d8 for hit points and a bite that does only 1-4 points of damage. The night dragon grows at the rate of 1 foot every 4 years. At the age of 20 years (8' in length), the dragon gains the use of its breath weapon, and the damage from its bite increases to 1-8 points. The dragon gains one hit die for every 20 years of age thereafter, and an additional 1-8 points of damage for its bite every 40 years, to a maximum of 8 hit dice at age 120 and 4-32 points of bite damage at age 140. The dragon does not grow or experience an increase in power beyond age 140; individuals have been reported as old as 160 years.

Night Dragon Growth Table

Age (years)	Hit dice	Bite damage	Length
0-19	2d8	1-4	3-7'
20-39	3d8	1-8	8-12'
40-59	4d8	1-8	13-17'
60-79	5d8	2-16	18-22'
80-99	6d8	2-16	23-27'
100-119	7d8	3-24	28-32'
120-139	8d8	3-24	33-37'
140-160	8d8	4-32	38'

* — Breath weapon capability gained at age 20.

The breath weapon of the night dragon is an extremely bright beam of light only ½" in width, effective out to a length equal to the length of the dragon converted to scale "inches." Hence, a 25-foot-long dragon can use his breath weapon to a distance of 25", converting to 250 feet indoors or 250 yards outside). When the breath weapon hits an enemy, the light causes damage equal to the dragon's number of hit dice, except that damage is rolled with d6's instead of the d8's used for hit dice; thus, the breath weapon of a 120-year-old night dragon will do 8d6 damage. A successful saving throw vs. breath weapon allows half damage.

In addition — only if the saving throw is failed — the breath weapon will *cause blindness* in victims by damaging their eyes. A character blinded by a night dragon will remain sightless for 2 days, unless magical aid (such as *cure blindness*) is used to restore vision. At the end of the 2 days, the victim can regain his or her lost sight by making a save vs. poison. Failing this saving throw means that the victim is permanently blind unless magical aid is employed.

Family groups of these dragons will typically have 1-4 adults (60+ years old) and 1-4 juveniles (each less than 40 years old). The juveniles will only attack if directly threatened, preferring to remain motionless so that they may go undetected while the adults lead the threat away from them.

The electrum dragon by Ed Greenwood

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 12"/24"
HIT DICE: 7-9
% IN LAIR: 60%
TREASURE TYPE: *See below*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/3-24
SPECIAL ATTACKS: *Breath weapon + possible magic use*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral good*
SIZE: L (36' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
CHANCE OF:
 Speaking: 100%
 Magic Use: 100%
 Sleeping: 40%

The electrum dragon (*Draco Magus electrum*) is a rare, solitary creature who dwells far from civilization, usually in mountainous areas, and always lairs in a cavern or stone building. It is usually peaceful and philosophical in nature, but can be a formidable fighter if aroused.

An electrum dragon fights with its breath weapon or by spell casting, in addition to possibly employing its physical (claw/claw/bite) attacks, and may direct these four attacks against multiple targets in any round of combat.

Its breath weapon is a unique, unstable gas emitted in a cone 4" long by 3" by 3" high, which reacts with air and loses its effectiveness after 1 round. This gas causes *enfeeblement* (effects last for 1 turn), *confusion* (for 9 rounds), or both. All creatures in the affected area must save twice vs. breath weapon to avoid both effects.

An electrum dragon begins life able to *detect magic* and *read magic*, gains the ability to *identify* items on touch — without any ill or cursed effects — upon growing to Young state, and upon becoming an Adult, gains the power to *dispel magic* once per day. A Very Old electrum dragon can *dispel magic* twice per day. These are all natural abilities (the former two usable at will without limitation), rather than spells.

In addition to these abilities, an electrum dragon gains the ability to cast spells as follows: Very Young specimens can cast one 1st level magic-user spell

each 24 hours; Young ones can cast two 1st level spells a day; Sub-Adults, two 1st and one 2nd level spell per day; Young Adults, 3 1st and 2 2nd; Adults, 4 1st, 2 2nd, and 1 3rd level spell; Old 4, 2, and 2; Very Old: 4, 3, 2, and 1 4th level spell; and Ancient, 4, 3, 3, and 2.

These spells are never automatically known. They must be acquired from scrolls or spell books or through training with a magic-user. An electrum dragon must experiment with a written spell for some time in order to successfully modify it for entirely verbal casting. (Refer to the AD&D™ Monster Manual for aging and other details of dragon nature.)

Electrum dragons enjoy trading, bargaining, and philosophical debate. They hoard things of beauty (such as finely crafted items) rather than wealth *per se*; a typical electrum dragon's hoard might contain statues, a harp or two, tapestries, and gems and jewelry, but few coins of any metal. Electrum dragons mate approximately every 100 years, the female producing 1-4 rubbery, foot-long eggs a year after mating. These eggs are laid and left untended; each egg (if it remains unmolested) is 75% likely to be fertile, and will hatch in a matter of days. □



The "What's New?" Dragon
 (Draco Phoglius Ridiculus)

by Matt Legare

FREQUENCY: *Very rare*
NO. APPEARING: 1 (*unique*)
ARMOR CLASS: 4
MOVE: 12"/26"
HIT DICE: 3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Breath weapon*
SPECIAL DEFENSES: *DM's grace*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Animal (charitably speaking)*
ALIGNMENT: *Neutral*
SIZE: S (3½' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The "What's New?" Dragon (also known as the Mauve Dragon, or the Big Pain in the Expletive Deleted) is a rare creature indeed in the AD&D® game world. Because of its characteristics and general behavior, however, it is not much missed. It stands roughly waist high and resembles a short, light purple, fire-breathing dragon, with the head of a cow wearing a puzzled expression.

According to legend, the "What's New?" Dragon was created when a drunken archmage attempted to crossbreed a red dragon, a blue dragon, a cow, and a small terrier dog he had handy, "Just to show 'em!" The resulting animal (using the term loosely) promptly torched the wizard's lab and flew

away. The archmage later gave up magic and drinking, as well as a few other vices he was indulging in at the time, and became a hermit monk.

The "What's New?" Dragon, named for some pages in an ancient tome that first described the beast, does not have a lair. The chance of catching it while it is asleep or unawares is so low that players could just as well throw their dice off the table rather than try to roll for it. Instead, the dragon will simply wander onto the scene at the DM's discretion and investigate any loud noises, such as those made by the average party of adventurers in chainmail and plate-mail armor.

Upon arrival, the dragon will announce its presence by voicing its call, "Growf!" (pronounced "growf" or "growph"). This could mean many things, since it is the only word in the dragon's language. This call will be repeated for 1-6 rounds, after which (unless somebody answers the call with another "Growf!") the dragon will use its breath weapon on whatever targets are handy.

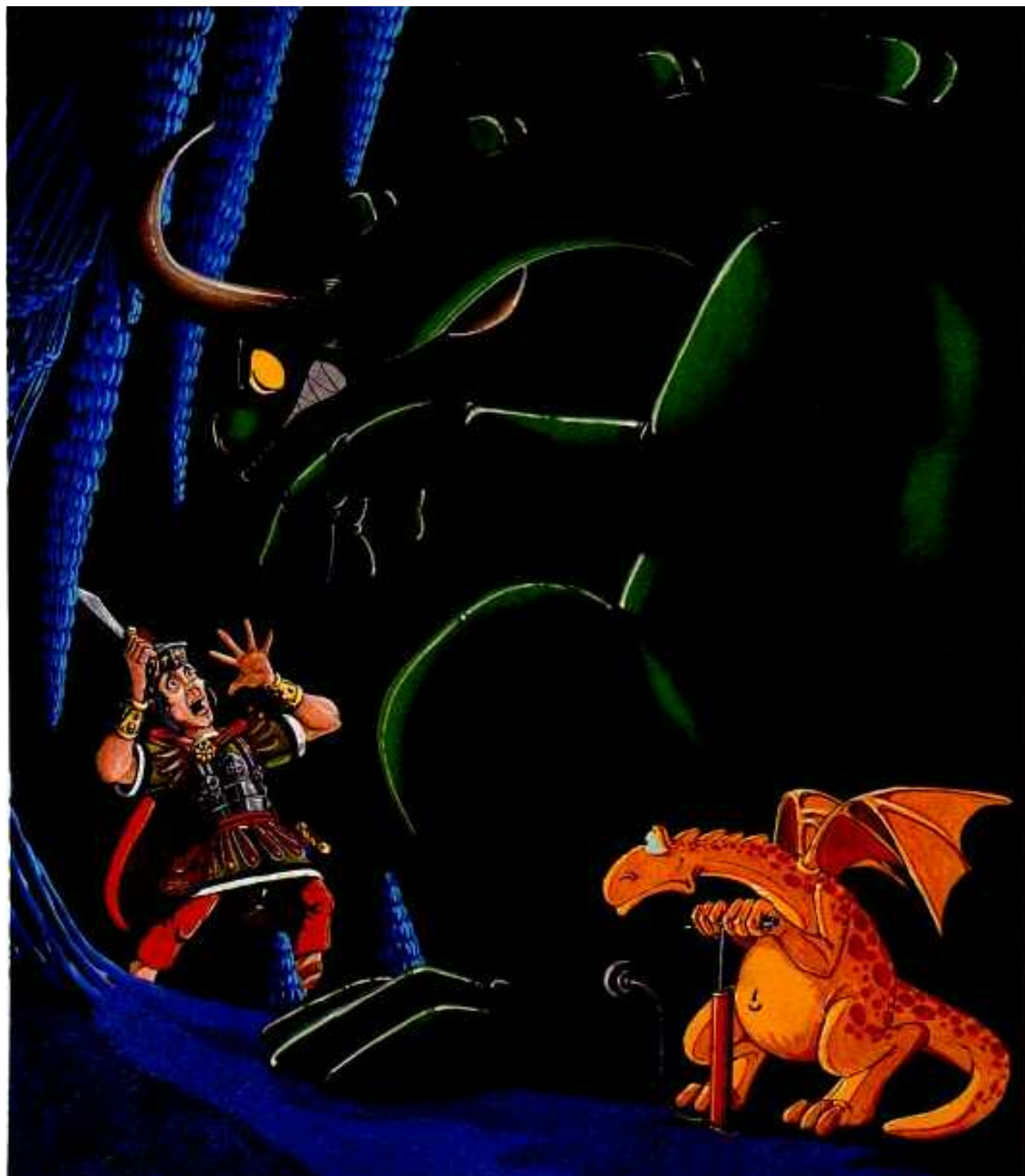
Its breath weapon is not unlike that of a red dragon's, with a few notable differences. It forms a cone of fire extending 30' from the dragon's mouth; the cone's base is 15' in diameter. The fiery blast lasts for half a segment (3 seconds) and only affects non-living objects. Flammable items struck by the magical breath (such as clothes, backpacks, arrows, etc.) will automatically smolder and burn, falling into ashes; strangely enough, the dragon's breath causes its victims to magically resist the flames, and no harm will come to people so affected — though embarrassment is possible. ("What happened to your loincloth, o mighty barbarian?") Magical items are allowed a saving throw vs. magical fire.

Metallic items will not burn, but non-magical metals will automatically melt into slag (again, without harm coming to anyone touched by it). Once the breath ends, the metal will have magically cooled so that, while hot to the touch, it will not cause injuries. Getting out of a suit of melted platemail, however, could prove difficult without a can opener.

Despite its annoying habits, lack of intelligence, and homeliness, the "What's New?" Dragon has one peculiar ability that allows it to survive all it meets. It is able to invoke a condition known as "DM's Grace," an annoying streak of unkillability brought about by incredible twists of fate and a snickering DM. Spells cast at the dragon are dispelled mere inches away from it, weapons miss it no matter *how* skilled the wielder is, and thieves always step on a squeaky board when creeping up on it (even in the outdoors). After about ten minutes of this nonsense, the dragon will get tired of the party and leave.

The worst thing that characters can do is to submerge the "What's New?" Dragon in water, for it will then appear to multiply in number as if a *mirror image* spell had been cast upon it. The "images" are real, however, and the dragon will produce multiples of itself at a rate of 1-4 per round for the duration it is kept in water. Splashing water upon it will automatically produce 1-4 multiples of the dragon, all of them identical to the original. Watering a "What's New?" Dragon is considered a felony in most kingdoms, punishable by being made to swim a frogemoth's pond armed with a putty knife.

No experience will be gained from attacking a "What's New?" Dragon, and those who try it should have their wrists slapped by a fire giant.



DRAGON, *Oriental*

Oriental dragons are related to, though different in some respects from, other dragons, and individuals vary as to colour, being possibly white, red, yellow, blue, green or black. Their powers vary with their type, and each sort of dragon is treated individually hereafter. General information and common characteristics are included in this preamble.

As with other dragons, oriental dragons have three general size categories (small, average and huge) according to the size typical of each. This categorisation is determined by rolling d8; 1–2=small; 3–7=average; 8=huge. This size determination also indicates the number of hit dice a dragon has.

Oriental dragons, like other dragons, pass through eight ages in their lives. These growth stages are:

1. Very young — 1–5 years	1 hit point per die
2. Young — 6–15 years	2 hit points per die
3. Sub-adult — 16–25 years	3 hit points per die
4. Young adult — 26–50 years	4 hit points per die
5. Adult — 51–100 years	5 hit points per die
6. Old — 101–200 years	6 hit points per die
7. Very old — 201–400 years	7 hit points per die
8. Ancient — 401+ years	8 hit points per die

To determine the age (and thus the number of hit points per die a dragon has) simply roll an 8-sided die, the number rolled indicating the age as shown above.

Oriental dragons never sleep and furthermore they have continual *ESP* (as the spell) at a range in feet equal to 5 times the age-level of the dragon. All except *yu lung* can *polymorph* into human form and back at will. They can also become *invisible* and visible at will, though they always become visible when attacking. Only *yu lung* can be subdued.

Certain types have the *scaly command* power. No scaly unintelligent creature which lives in the water (chiefly fishes and reptiles) will ever willingly attack an oriental dragon with the power. In addition, such a dragon can, once per day, control for a half-mile radius the number of unintelligent scaly creatures which live in the water which is specified for each class. This command lasts 2–12 turns and cannot be dispelled. Creatures already under the *scaly command* power of one dragon cannot fall under the power of another. There is no saving throw against *scaly command*.

Certain other types have the power of *water fire*. This unearthly stuff may be created by any oriental dragon with the power whenever it is under or touching water, and may be dispelled by the creator at any time. *Water fire* surrounds the body like the flame of a demon and does damage to anyone touching it at the amount specified for each type. All oriental dragons are themselves immune to *water fire*. The effect will disappear for 20–120 rounds after being contacted by real or magical 'heat' fire, and cannot be recreated until the end of that period.

Like other dragons, oriental dragons (except for *yu lung*) develop the power to panic enemies as they mature. At *adult* age and older they radiate a powerful aura which causes a *fear* reaction, when a dragon flies overhead or charges, as follows:

1. All creatures under 1 hit die, as well as non-carnivorous creatures of any sort which are not trained for warfare or basically not fearless or aggressive will flee in panic. Such rout will be made at fastest speed possible and it will continue for 4–24 turns.
2. Creatures with fewer than 3 hit dice must save versus magic or be paralysed with fear (50%) or panic as above (50%).
3. Creatures with 3 to 5 hit dice will fight at a penalty of –1 on their 'to hit' roll unless they save versus magic.
4. Creatures with 6 or more hit dice automatically disregard the aura effect.
5. The aura of *adult*, *old* and *very old* dragons is not as powerful as that of *ancient* dragons, so saving rolls applicable to their auras are at +5, +3 and +1 respectively. Thus, a 2nd level fighter, normally having to score 16 (75%) or better to save against magic (the dragon's aura in this case), would gain a bonus of 5 on his saving roll versus an *adult* dragon's aura; so any score of 11 or more would save him from panic.

Encountering Multiple Dragons: If two or more dragons are encountered outside their lair it will be a mated pair if two are encountered and *sub-adults* if three or more are encountered. If two or more are encountered in their lair it will be a mated pair — with their young if applicable. Mated pairs are always 5th–8th age categories. Any young in lair are eggs (10%) or *very young* (90%). If young are attacked, both adults will automatically breathe and then melee to bite, gaining a ferocity bonus of +2 to hit and +1/+3 in clawing/biting damage. If either of the mated pair is attacked the other oriental dragon will rush to its defence, gaining the ferocity bonuses stated above, unless it is attacked simultaneously.

Treasure: *Very young* oriental dragons will usually have no treasure, but there is a 10% chance that they will have one-quarter the possible listed treasure. *Young* oriental dragons have 25% chance for one-quarter of the listed treasure. *Sub-adults* have a 50% chance for one-half the possible listed treasure. *Young adults*, *adults* and *old* dragons have normal treasure. *Very old* and *ancient* dragons are 50% and 75% likely to have 150% and 200% respectively of the listed treasure.

Oriental Dragon Saving Throws: When an oriental dragon attains 5 or more hit points per die, its saving throw is calculated by dividing its total hit points by 4, thus giving a higher number of hit dice than it actually has. This reflects the magic resistance and general toughness of the creature. Conversely, even a *very young* oriental dragon gains the benefit of the actual number of its hit dice, even though the hit points/die are but 1 each, for determining scores required. This reflects the same nature of dragonkind, i.e. resistance and toughness.

Li Lung (*Earth Dragon*)

FREQUENCY: *Rare*
 NO. APPEARING: 1–4
 ARMOUR CLASS: 4
 MOVE: 9"/24"/6"(1"–6")
 HIT DICE: 7–9
 % IN LAIR: 60%
 TREASURE TYPE: *H*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 2–8/2–8/1–20
 SPECIAL ATTACKS:
Spells — see below
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *L (18' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 7HD: VI/575 + 8 per hit point
 8HD: VI/925 + 10 per hit point
 9HD: VII/1,400 + 12 per hit point



The only oriental dragon with wings, these have a lion's body and a dragon's head with human features. They live underground and can swim, though they cannot breathe water. They attack with two claws which inflict 2–8 hit points of damage each and a bite which inflicts 1–20 hit points of damage.

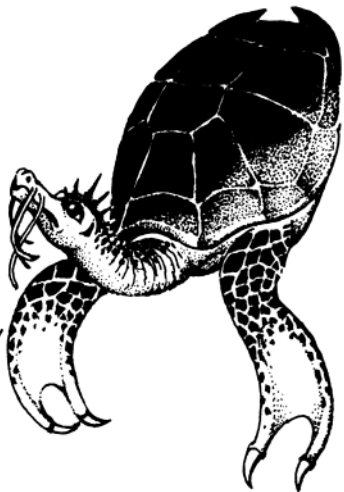
They have no breath weapon, but once a day they can cause an earthquake (as the spell but with no chance of it being dispelled) with a width and length in tens of feet equal to three times the age level of the beast (so a *sub-adult* would produce an effect 30' square). Such a convulsion may bring down the cavern in which the oriental dragon is living, but *li lung* are never harmed by any earthquake (though they may be inconvenienced by having to dig out of the rubble). Their powerful claws enable them to burrow through solid stone at 1" per turn and through earth at 6 times that rate.

Li lung are manoeuvrability class E in the air.

DRAGONS

Lung Wang (Sea Dragon)

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 0
MOVE: 3"/9"
HIT DICE: 11-13
% IN LAIR: 60%
TREASURE TYPE: H(x2)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-12/1-12/6-36
SPECIAL ATTACKS: *Breath weapon and spells — see below*
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral*
SIZE: L (up to 30' diameter)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 11 or 12HD: VIII/4,550 + 16 per hit point
 13HD: IX/6,350 + 18 per hit point



These solitary brutes are oriental relatives to the dragon turtle, with a turtle's body, crested neck, and head like a shen lung. They rule large bodies of water and can breathe either water or air. They can lift any ship they come under or ram as the largest warship.

Their ordinary attacks are with two claws which do 1-12 hit points of damage each and a bite which inflicts 6-36 hit points of damage. They can breathe a cone of steam 100' long by 50' wide at the base up to three times a day; this breath weapon does damage equal to the current hit points of the creature.

Lung wang have the *scaly command* power over 4-40 creatures times the age level of the dragon, but no *water fire*. They have no spells other than those general to oriental dragons.

As rulers of the seas, lung wang demand tribute from every passing ship. Regular travellers may work out an arrangement — for example, so much treasure dumped overboard at a given spot.

They have their own language.

Pan Lung (Coiled Dragon)

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOUR CLASS: 2
MOVE: 12"/12"/9"
HIT DICE: 6-8
% IN LAIR: 60%
TREASURE TYPE: H(x½)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/2-16
SPECIAL ATTACKS: *Constriction and spells — see below*
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: L (54' long)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 6HD: V/475 + 6 per hit point
 7HD: VI/700 + 8 per hit point
 8HD: VII/1,100 + 10 per hit point



A smaller, thinner and longer variety of the shen lung, pan lung live in marshes and swamps. Unlike the shen lung, they have no tail spike, but if they succeed in grasping with their bite (which does 2-16 hit points of damage) they will, on each succeeding round, automatically bite for 1-8 hit points of damage and constrict with their tail for a further 2-12 hit points of damage. They also attack with their two claws, each of which inflicts 1-3 hit points of damage.

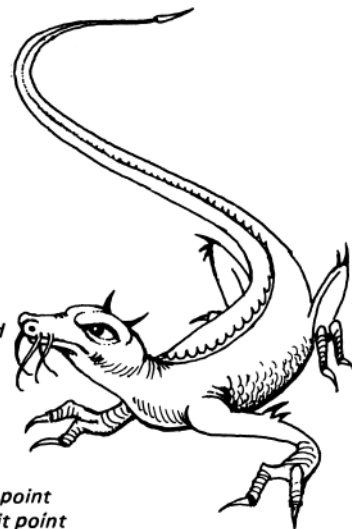
Pan lung can fly, breathe air or water at will, have the *scaly command* power over 1-10 creatures times the age level of the dragon, and can use *water fire* for 1-6 points of damage. They have no breath weapon, but may cast *charm monster* three times a day.

Pan lung are manoeuvrability class E for purposes of aerial combat. In their brain they have a magical organ like that of the shen lung which gives them the power of flight — the organ is inextractable.

Pan lung speak their own language which they share with the shen lung.

Shen Lung (Spirit Dragon)

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOUR CLASS: 1
MOVE: 12"/12"/9"
HIT DICE: 9-11
% IN LAIR: 60%
TREASURE TYPE: H
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4/1-4/2-24/1-8
SPECIAL ATTACKS: *Spells — see below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: Standard
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: L (48' long)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 9HD: VII/1,400 + 12 per hit point
 10HD: VII/2,100 + 14 per hit point
 11HD: VII/3,000 + 16 per hit point



The most common oriental dragon, shen lung are wingless, long and four-footed, with a spiked back and tail, whiskers and two horns on the head. Inside the brain is an inextractable magical organ which gives shen lung the ability to fly.

Shen lung typically attack with two claws for 1-4 hit points of damage each, a bite for 2-24 hit points of damage and a tail spike for 1-8 hit points of damage. The tail is as supple as that of a wyvern, but not poisonous. Shen lung have no breath weapon but can cast *bless* and *curse* once a day each and *control weather* and *ice storm* three times a day each.

These oriental dragons live in rivers and lakes and can breathe air or water. They take no damage from lightning, but take double damage from fire attacks. They have the *scaly command* power over 2-20 creatures times the age-level of the dragon and *water fire* of 2-12 points value.

Shen lung are immune to poison. Another curious power they possess is that no insect, arachnid or arthropod can approach a shen lung within a radius of 60'.

They are manoeuvrability class E as regards aerial combat.

Shen lung speak their own language which they share with the pan lung.



T'ien Lung (Celestial Dragon)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: -2
 MOVE: 9"/48"/6"
 HIT DICE: 11-13
 % IN LAIR: 60%
 TREASURE TYPE: *H(x 2)*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/4-40
 SPECIAL ATTACKS:
Breath weapon and spells —
see below
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful neutral*
 SIZE: *L (48' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 11 or 12HD: VIII/4, 550
 + 16 per hit point
 13HD: IX/6, 350 + 18
 per hit point



T'ien lung live on high mountain peaks and in cloud castles; they are rulers of the air. Their usual colouration is yellow. Though wingless, they fly by using the same organ in the brain as possessed by shen lung.

Usually they attack with two claws, each of which does 1-6 hit points of damage, and a bite which does 4-40 hit points of damage. They breathe fire in a 90'x30' cone up to six times a day, doing damage equal to the dragon's current hit points. They may also cast *control weather* a number of times per day equal to twice the dragon's age level.

T'ien lung of age *old* and older have a 50% chance of being accompanied by 1-6 wind walkers (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL — Wind Walker**); these fanatically loyal servants cannot be charmed from their purpose and will do their utmost to defend their master and, if necessary, avenge his death.

T'ien lung are very fond of eating opals and pearls and will look favourably on any mortal giving them such delicacies.

In the air, t'ien lung are manoeuvrability class D.

They speak their own language, their alignment language and the common tongue.

Yu Lung (Carp Dragon)

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOUR CLASS: 3
 MOVE: 6"/18"
 HIT DICE: 5-7
 % IN LAIR: 60%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-4/1-4/2-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: *L (18' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 5HD: III/130 + 5 per
 hit point
 6HD: IV/225 + 6 per
 hit point
 7HD: V/350 + 8 per
 hit point



These shy creatures live in fresh water and have a dragon's head, two forelegs and a giant carp's body/tail. They cannot fly, *polymorph* or turn *invisible*; they have no breath weapon and breathe only water, though they can emerge awkwardly onto land for up to one hour.

Their attack is with two claws for 1-4 hit points of damage each and a bite for 2-16 hit points of damage.

When determining the age of yu lung, bring all age levels of 5 or above down to *adult*. There are no older yu lung; when they reach 101 years of age, they are metamorphosed into another kind of oriental dragon (equal probability each type).

DRAGONS

Cloud Dragon (Draco Cumulus Welkin)

FREQUENCY: Very rare
NO. APPEARING: 1 or 2
ARMOR CLASS: 0 or -3
MOVE: 6"/39"
HIT DICE: 12 - 14
% IN LAIR: 25%
TREASURE TYPE: R,T,X,Z
NO. OF ATTACKS: 4
DAMAGE/ATTACK:
 1-10/1-10/3-36/3-12
SPECIAL ATTACKS: Breath
 weapon, magic use
SPECIAL DEFENSES:
 Magic use
MAGIC RESISTANCE: Standard
 or 50%
INTELLIGENCE: Genius
ALIGNMENT: Neutral
SIZE: L (66' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 X/6100 + 10/hp + 100/hp
 over 48



Cloud dragons are most solitary creatures, and 95% of all encounters will be with a lone individual. In cases where 2 are found, they will be a mated pair of adults (1d4 +4 for age category determination). Cloud dragons are sky-dwelling creatures. While some live in caves which are shrouded by clouds, most (75%) dwell on cloud islands and lair there (cf., "Cloud Giant"). They dislike intrusion and will either avoid contact with or attack unwanted visitors.

It is 75% unlikely that a cloud dragon can be distinguished from a normal cloud, as all of these creatures can assume a cohesive gaseous form at will. Not only is recognition difficult, but gaseous armor class is -3. However, their only attacks while in cloud form are spells. In order to physically attack, the dragons must assume solid form (armor class 0). Similarly, solid form negates innate magic resistance. Attack routine consists of a claw/claw/bite/tail-lash sequence. The latter mode of attack is useful only if 1 or more opponents are at the rear of the cloud dragon's position. Three times per day a cloud dragon can exhale a blast of air. This airblast is 3" wide, 3" deep, and from 12-14" long (according to the number of hit dice of the dragon). All creatures caught within it will be blown around if they weigh less than 10 pounds times the hit points of the cloud dragon. For example, an ancient cloud dragon of huge size could blow an airblast which would affect all creatures weighing 1120 pounds or less. Tumbling and wind damage is 1 point per hit point of the dragon. Creatures not blown around take half normal damage, this from wind and wind-borne particles. All paper and similarly flimsy objects will be blown away or shredded if held and torn free. Garments not securely fastened will be torn off or tattered. Objects with large surface areas (shields, boxes, etc.) will be torn away and battered or broken as if struck a crushing blow. Creatures able to hold on to a secure object can apply their strength to effectively add 10 points per strength point, plus any weight allowance (in pounds, not gold pieces) to their effective weight. Thus, a human weighing 200 pounds with 18/00 strength and holding fast to a tree would equal 680 pounds weight. No saving throw is possible unless a victim is at the edge of the airblast; if so, either full effect or half-effect must be determined. All fully affected creatures and objects will be tumbled back along the path of the airblast for 1-6 feet per hit die of the breathing dragon. Light, flimsy objects will be blown 20-200 feet beyond the range of the airblast.

In addition to their attack modes and breath weapons, cloud dragons have spell ability. Spells are gained at age categories, as follows: 1-fog cloud, 2-precipitation, 3-stinking cloud, 4-cloudburst, 5-call lightning, 6-weather summoning, 7-control weather, 8-control winds. Each spell is usable twice per day and performed at a level equal to the dragon's hit dice.

Precipitation causes a brief shower (12-14 segments) up to HD" away from the dragon in a cylinder 12" high with a diameter of 3". This rain will completely dampen small flames such as candles and causes small fires to smoulder for 1 round but will not affect large fires. All but the

most porous surfaces will be wetted. Any very hot creature, such as a salamander, will take 1 point of damage for each segment in the rain. Saving throw applies.

Cloudburst affects a cylinder 6" high with a diameter of 3" up to HD" away from the dragon and precipitates all the water in the air into huge drops, drenching everything and extinguishing all normal fires. Magical fires will be extinguished as well, with permanent magical fires relighting in 1-2 rounds and re-lightable flames extinguished until rekindled. Spells such as *burning hands* and *produce flame* will be negated, and a *fireball* or similar spell will be extinguished, creating a cloud of steam doing 1-3 points of damage (2-6 for cold-using creatures) to all within it for 2-5 rounds.

Cloud dragons have their own dialect of draconian speech, although they can converse with all other sorts of dragons. All cloud dragons can converse, if but haltingly, in the human common tongue as well.

Cloud dragons appear to be fringed and frilled gold dragons. Coloration depends on surroundings and mood, ranging from dark gray (angry) through pearly white (neutral) to golden or rose-colored (satisfied or very pleased). In solid form they have a translucent, opaline coloration with color specks reflecting mood.

Faerie Dragon

FREQUENCY: Very rare
NO. APPEARING: 1-6
ARMOR CLASS: 5
 (1 when invisible)
MOVE: 6"/24" (MC:A)
HIT DICE: See below
% IN LAIR: 25%
TREASURE TYPE: S, T, U
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Breath
 weapon, magic use
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE:
 See below
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic good
SIZE: S (1-1 1/2' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
CHANCE OF:
 Speaking: 90%
 Magic use: 100%
 Sleeping: 40%
LEVEL/X.P. VALUE:
 V/280 + 4/hp



This chaotic offshoot of the pseudodragon lives in peaceful, tangled forests in all climes, often with a group of sprites or pixies.

Faerie dragons can become invisible at will. They are able to attack or employ magic or breath weapons when invisible. They attack as 4 hit dice monsters, biting for 1-2 points of damage. However, the faerie dragon is much more likely to use its breath weapon of "euphoria" gas. The creature expels the gas in a 2-foot diameter spherical cloud—just enough to give the target a good dose! A victim failing to make his or her saving throw vs. breath weapon will wander blissfully about for 3-12 rounds, during which time he or she will be unable to attack and will have an effective armor class 10% worse than normal. The victim will be able to keep his or her mind on the situation and surroundings only as long as he or she makes a saving throw of intelligence or less on 1d20 during each round the effect of the gas lasts. As soon as a victim fails an intelligence saving throw, he or she will completely lose interest in the matters at hand, indicating that the gas has had its maximum euphoric effect.

The faerie dragon will never attack directly by any means unless cornered or defending its lair. However, the faerie dragon will use its magic at any opportunity to wreak mischief on passersby. Most (65%) faerie dragons will employ magic-user spells as per a magic-user of the level indicated on the accompanying chart; 35% will use druid spells. All their

spells are chosen solely for their mischief potential. Offensive or defensive spells will never be learned unless the particular faerie dragon has thought up an exquisite prank using some such spell. All faerie dragons will learn water breathing and legend lore at the first opportunity. Though many faerie dragon pranks are spur-of-the-moment affairs, months of preparation often go into a single grand practical joke.

Faerie dragons enjoy swimming and diving. They can hover and are maneuverability class A. They eat fruit, roots, tubers, nuts, honey, and grains and may go to great lengths to get a fresh apple pie.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language and their alignment tongue plus the languages of sprites, pixies, elves, and the birds and animals in their area. They frequently use forest creatures to help them in their pranks.

Faerie dragons appear as thin, miniature dragons with long, prehensile tails, butterfly wings, and huge smiles. Their colors range through the spectrum from red for the very young to purple for ancient individuals, as shown on the accompanying chart. Females' hides shine with a bright golden tinge in the sunlight, while males have a silver tinge.

Suggested spells for faerie dragons are given below. The DM should keep in mind that spell choice is bounded only by imagination and that a faerie dragon will never have damage to the victim as its aim.

Magic-user Spells

- 1st level: *dancing lights, message, sleep, unseen servant, ventriloquism*
 2nd level: *audible glamer, forget, levitate, magic mouth, pyrotechnics*
 3rd level: *fly, phantasmal force, slow, suggestion, water breathing*
 4th level: *fire charm, fumble, hallucinatory terrain, polymorph other, polymorph self*
 5th level: *distance distortion, Mordenkainen's faithful hound, telekinesis, transmute rock to mud, wall of force*
 6th level: *control weather, legend lore, project image*
 7th level: *limited wish, simulacrum*
 8th level: *Otto's irresistible dance*

Druid Spells

- 1st level: *animal friendship, entangle, faerie fire, pass without trace, speak with animals*
 2nd level: *charm person or mammal, create water, obscurement, trip, warp wood*
 3rd level: *plant growth, pyrotechnics, stone shape, water breathing*
 4th level: *summon animal (I), call woodland beings, control temperature within 10-foot radius, speak with plants*
 5th level: *animal growth, control winds, transmute rock to mud*
 6th level: *transport via plants, weather summoning*
 7th level: *animate rock*

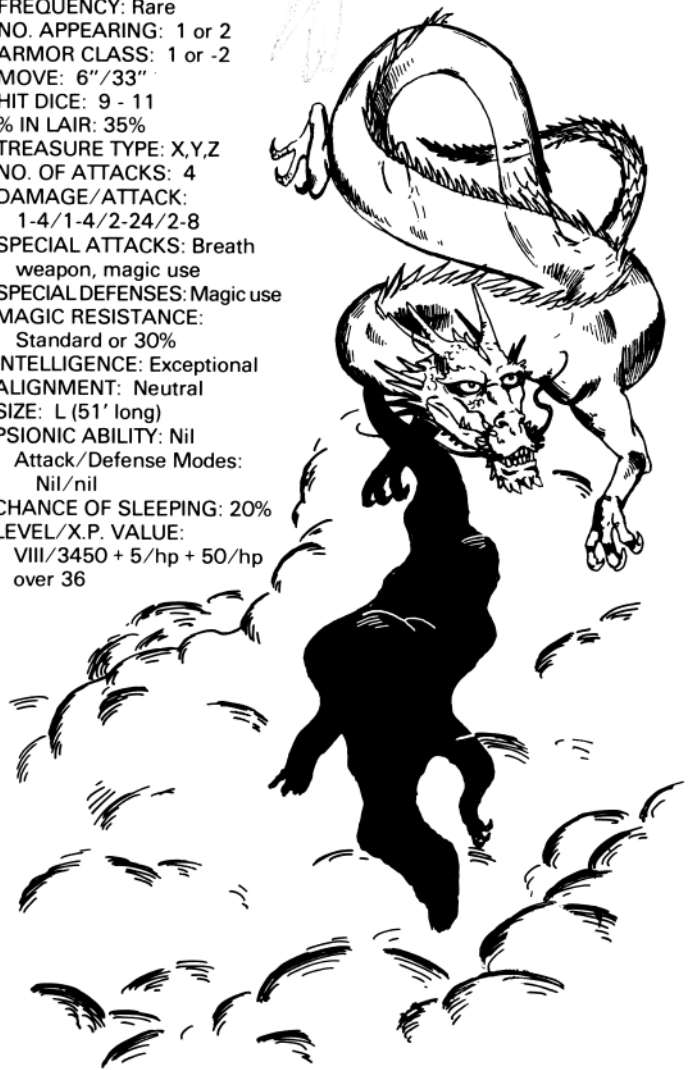
Dragon Ages

Color	Magic Resistance	Magic-user Level	Druid Level
Red	12%	2	3
Red-orange	24%	4	4
Orange	35%	6	5
Yellow	48%	8	6
Green	60%	10	8
Blue-green	72%	12	10
Blue	84%	14	12
Purple	96%	16	14

Age Level	HP	Age
1	1-2	Very young
2	3-4	Young
3	5-6	Sub-adult
4	7-8	young adult
5	9-10	Adult
6	11-12	Old
7	13-14	Very old
8	15-16	Ancient

Mist Dragon (Draco Nebulus Obscura)

FREQUENCY: Rare
 NO. APPEARING: 1 or 2
 ARMOR CLASS: 1 or -2
 MOVE: 6"/33"
 HIT DICE: 9 - 11
 % IN LAIR: 35%
 TREASURE TYPE: X,Y,Z
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-4/1-4/2-24/2-8
 SPECIAL ATTACKS: Breath weapon, magic use
 SPECIAL DEFENSES: Magic use
 MAGIC RESISTANCE: Standard or 30%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral
 SIZE: L (51' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 CHANCE OF SLEEPING: 20%
 LEVEL/X.P. VALUE: VIII/3450 + 5/hp + 50/hp over 36



Mist dragons are solitary creatures, and it is only 10% likely that a mated pair will be encountered. These creatures are found only near waterfalls, seacoasts, or in areas where rainfall is heavy, i.e., rain forests. A mated pair will always be adults or older (1d4+4 for age category determination). The lair is always some great natural cave, cavern, or similar place. At least 50% of the time encounters with mist dragons will not be recognized as such unless the creature(s) so desires. Mist dragons can assume a cohesive gaseous form and appear as mist, which is their favored state. If annoyed or threatened, they will, of course, assume solid form and attack. In their mist form they are armor class -2 and have 30% magic resistance. In solid form, they are armor class 1 and have standard magic resistance. Only spells can be cast in gaseous (mist) form. Other attacks require a substantial body.

The normal attack routine of a mist dragon consists of a double clawing, a bite, and a lash with its jagged-scaled tail. The latter attack form is effective only if opponents are at the rear. Three times per day a mist dragon can breathe out a cloud of misty vapors. This is a cloud of 3" width, 9" length, and 3" depth. All air-breathing creatures within the cloud are blinded for 1-4 rounds and must save vs. breath weapon or suffer 3-12 points of drowning damage each round they remain within the cloud. Creatures who succeed in saving vs. the cloud of wet mist are coughing and choking but sustain only 1-4 points of drowning damage per round. The mist persists for 5-8 rounds, depending on wind conditions.

A mist dragon is not affected by such a cloud. Mist dragons are able to employ the following spells, each gained at the appropriate age cate-

DRAGONS

gory: 1=precipitation (9-11 segments), 2=create water, 3=water breathing, 4=zephyr, 5=predict weather, 6=cloudburst, 7=gust of wind, 8=airy water. (See "Cloud Dragon" for precipitation and cloudburst; see below for zephyr.) Performance is at a level equal to the dragon's hit dice. Each is usable twice per day. Mist dragons speak their own dialect of draconian but can converse with virtually all other sorts of dragons as well. Most know a smattering of Common.

Mist dragons resemble gold dragons in body form. They are semitransparent even in material form and have a grayish-white to blue-white color.

Zephyr: By means of zephyr a gentle draft of air moves from the spell caster and travels in the direction he or she is facing. It continues until the area of effect is equalled. The force of the spell is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 on damage dice, if applicable). It will hold back moving clouds of vapors, such as a cloud kill, for 1 round. It will weaken such vapors as fog cloud and wall of fog so as to reduce their duration by one-half. It will move stagnant air, vapors, or even poisonous gas backwards by 1", and this force also reduces their duration and potency by one-half, unless the vapors or gas are renewed at some source. Duration: 1 segment; range: 0; area of effect: 1" path, 1/2" per level in length; casting time: 2 segments.

Shadow Dragon

FREQUENCY: Very rare
NO. APPEARING: 1 (75%)
 2 (25%)
ARMOR CLASS: -2
MOVE: 18"/24" (MC: E)
HIT DICE: 4-6 (each +1)
% IN LAIR: 40%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 2-5/2-5/3-12
SPECIAL ATTACK: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Very to genius
ALIGNMENT: Neutral evil
SIZE: L (20'-30' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
CHANCE OF:
 Speaking: 100%
 Magic use: See below
 Sleeping: 50% in daylight,
 5% otherwise
LEVEL/X.P. VALUE:
 IV/245 + 5/hp



The shadow dragon is nocturnal, subterranean, or found on planes of dimness such as Shadowland. The species is also independent and solitary. Only occasionally will a mated pair be encountered. The female lays a clutch of 5-8 eggs in a dark place, and the first one to hatch quickly devours the others. Shadow dragons cannot abide either very hot climates or arctic conditions, but they thrive in cooler temperate regions.

Shadow dragons prefer to walk rather than fly, for they are poor flyers and tire in a few turns. The size of a shadow dragon determines its hit dice. Twenty-five percent are small (all female), 50% are average, and 25% are large (all male). Age determines pips per hit die, as with all dragons, but a shadow dragon always has +1 per die, so a very young dragon (hatchling) has 2 pips per die and an ancient specimen 9 pips per die.

The visual capabilities of a shadow dragon are inferior in bright light. They see normally (at least 100% of human daylight standard) in starlight. They have ultravisual capability and very superior infravision (180 feet).

All shadow dragons speak the tongue of all evil dragons and from 1-4 additional languages (intelligence 11-12 = 1 language, 13-14 = 2, etc.).

Those of 17-18 intelligence are able to use illusionist spells of 3rd-4th levels, 2 spells per level, attained from adult age. Thus an adult shadow dragon with 17 or 18 intelligence will have 2 illusionist spells of 1st level; an ancient one of 18 intelligence will have 2 each of 1st-4th levels. Normal clawing and biting attack typically follows a breath attack. The breath weapon of a shadow dragon is a cloud of darkness 40-feet long, 30-feet wide, and 20-feet high. This tangible stuff blinds those within its confines, even those with infravisual capabilities, and lowers their life energy so as to leave them only 25% of their usual vitality (level or hit dice; 50% if a saving throw is successful) for as many turns as the dragon has age categories. Spells will be lost permanently from such exposure until relearned or regained normally. Exposure does not affect a shadow dragon at all, of course.

All shadow dragons have the ability to hide in shadows as a 10th level thief. Due to their nature and substance, they can be harmed only by magic weapons. They are immune to life level loss of all types. Shadow dragons cannot be subdued and sold.

The hoard of a shadow dragon is typically of 10-80 gems of opaque substance and dark hue, black being preferred. It prizes items connected with shadows and darkness and will try to destroy magic which deals with fire and/or light. Likewise, the spells used will not be those of light or fire.

Shadow dragons appear as wormlike dragons of lighter and darker shadows. The bat-like wings are semitransparent, as is most of the body. If someone is trying to spot a shadow dragon, the eyes, pools of feral gray opalescence, are the easiest to detect. Then, however, it is usually too late.

DRAGONNE

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 6/2
MOVE: 15"/9"
HIT DICE: 9
% IN LAIR: 40%
TREASURE TYPE: B, S, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/3-18
SPECIAL ATTACKS: Roar
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (5' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



A weird cross between a brass dragon and a giant lion, the dragonne is both very rare and most solitary. The beast fights with its huge claws and great fangs; but its most dreaded weapon is its horrible roar. This sound causes weakness to all within 12" of the monster unless they save against paralyzation. Furthermore, any creature within 3" or less of the dragonne will be deafened. Both effects of the dragonne's roar last for from 2-12 melee rounds. Those weak from fear from the sound lose 50% of their strength; deafened creatures cannot hear any sound and will strike at -1 on their attack dice due to disorientation. Dragonnes are able to fly only short distances (1-3 turns) with their small wings. They speak the language of brass dragons and sphinxes.

DRAGONFISH

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 4
 MOVE: 6"
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Poison*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 III/65 + 2 per hit point



Dragonfish are 2' long, mottled brown flatfish which lurk on the bed of a shallow fresh-water pool or a slow-moving stream or river. They are very difficult to spot (15% chance even if the searchers know what they are seeking) because they merge extremely well with the background.

They have a fringe of horny spines tipped with poison (highly toxic — saving throw is at -1) which snap off in any victim who steps on them or puts his hand on them. The spines are very strong and will penetrate leather boots.

In melee dragonfish bite for 1-6 hit points of damage. The spines themselves do not cause damage other than the poison damage.

DRAGONFLY, GIANT

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 3
 MOVE: 1"/36" (hover) (MC:B)
 HIT DICE: 7 (8+1-8)
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 (4-16)
 SPECIAL ATTACKS:
 +2 on initiative
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE:
 Save as 16th-level
 magic-user
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/525 + 8/hp



Unlike their small cousins, giant dragonflies are dangerous predators known to hunt humans. Because of their fearless nature and voracious appetites, these huge insects hunt not only all other sorts of similar creatures but prey on any warm-blooded creature as well. Giant dragonflies are found from subtropical to temperate regions. Even larger specimens exist in tropical areas, and statistics for such monsters are shown in parentheses. Because of their great speed, hovering, and darting ability, giant dragonflies gain +2 on initiative checks. If they have initiative they cannot be effectively combatted with hand-held weapons, and missile attacks are made at a penalty of -4. Without initiative, giant dragonflies can be hit normally with hand-held weapons, but missile discharge is still at a -2 penalty.

Giant dragonflies are unremarkable save for their brilliant, glittering coloration and valuable skin. Properly preserved by magic, their skin brings up to 600 gp per square foot. It is used for apparel and decoration. Only about 6 square feet can be taken from a normal specimen.

DRAGON HORSE

FREQUENCY: *Rare*
 NO. APPEARING: 1 or
 2-3 (15%)
 ARMOR CLASS: 0
 MOVE: 24"/48" (MC:B)
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8/1-8
 SPECIAL ATTACKS: *Breath*
 (spells)
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: Average to
 exceptional
 ALIGNMENT: *Neutral* (good)
 SIZE: L (6' tall at shoulder)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1275 + 10/hp



The skydwelling dragon horse is a relative of the ki-rin. These creatures roam the expanses of the air (above the Prime Material Plane or the Elemental Plane of Air) and are seldom (5%) encountered elsewhere. It is also unlikely that more than 1 will be encountered, but if 2 or 3 are found they will be a stallion, mare, and foal (50%-75%-grown; use 1d6 with 45% +5% per pip). Free-roaming dragon horses have no interest in material possessions or treasure. Attack is by 2 hoof blows. If the creature attacks while flying or by rearing, damage is +2 per hit (3-10/3-10). In addition to hoof attacks, a dragon-horse is able to use his breath as a weapon or in defense. Once per turn a dragon horse can, at will, breathe a *fog cloud*, *gust of wind*, or a *cone of cold* of limited size and effect (1" diameter base, 2" length, for 4d8 damage). Other breath weapon usage is at 8th level of performance. The exceptionally keen senses of dragon horses, including infra- and ultravisual capability, are triple normal. Thus, these creatures are never surprised. Their visual capabilities include aura detection, so they can sense the alignment of creatures they encounter. This power, as well as a rudimentary empathy, make it exceedingly unlikely that one will ever be misled or enslaved by evil natured creatures.

Dragon horses can travel the Astral and Ethereal Planes, although they are not known to do so except on rare occasions and when crossing the latter plane to sojourn for a time upon the Elemental Plane of Air. They speak a rudimentary form of the languages of ki-rin, much communication being accomplished via mutual empathic reception. The dragon horse is a much-desired steed and destrier, but few succeed in using it as such, for the creature must be a willing companion and associate and no dragon horse enjoys being land bound for any period of time. A foal, raised lovingly and carefully and taken often into the vault of the sky, might become a trusted companion and steed, providing that no land bound requirements were placed upon it. As the maturation process takes 20 years, such cases of foal raising are nearly unknown. The presence of Evil makes these creatures desire to go elsewhere.

A dragon horse appears to be ki-rin without any horn. Their coats are pale azure to silvery blue, with flowing manes and tails of pure white to silver. Hooves are deep sky blue to indigo.

DRAGONNEL

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"/18"
 (MC: C unmounted;
 D mounted)
HIT DICE: 8+4
% IN LAIR: 10%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-6/1-6/4-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE:
 Semi-intelligent
ALIGNMENT: Neutral (evil)
SIZE: L (24'+ long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/600 + 12/hp

These creatures seem to be related distantly to both the dragons and airdragons (pteranodons), although they are a distinct species. Although as large as a small dragon, a dragonnel has no breath weapon. Dragonnels attack by vicious strikes with their taloned forefeet, followed by a snapping bite from their toothy beaks. These creatures have a dim intelligence and have been known to have performed evil deeds at times.

At one time, dragonnels inhabited the World of Greyhawk from the Kron Hills and Glorioles to the Drachensgrab Mountains, but the species is now virtually extinct everywhere save the Pomarj. In that area, the monsters have been caught, tamed, and are now used as steeds by evil humans dwelling amongst the humanoid hordes infesting the place. Luckily, there are too few of these creatures to pose a serious threat to the surrounding states, although rumor has it that several score of dragonnel-mounted raiders have been sighted along the Wild Coast.

The grayish underbelly of a dragonnel fades into a dusty red-violet along the sides and tail. Back spines are maroon, the beak gray, and the head frills white.

DRAGON TURTLE

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 3"/9"
HIT DICE: 12-14
% IN LAIR: 5%
TREASURE TYPE: B, R, S, T, V
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/4-32
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (up to 30' dia.)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Perhaps the most feared of water creatures is the dragon turtle. They are found in very large rivers and lakes as well as in the sea. Its thick shell makes it nearly impossible to harm, while its powerful claws and jaws easily rip opponents to shreds. Worse still, they can belch forth a cloud of scalding steam which covers an area 6' long, 4' wide, and 4' high. This steam causes damage equal to the number of hit points the dragon turtle has, reduced by one-half if the victim makes its saving throw. Dragon turtles vary in size, age and hit points per die in the same manner as dragons (q.v.). If a dragon turtle comes up under even a large ship they are likely to capsize the vessel (chances are 95% for a small ship to 50% for a large one). They speak their own tongue.

Description: The shell of the dragon turtle is deep green with silver highlights, its legs and tail are lighter green with golden highlights, its neck is green/gold, with golden highlights, and its head and crest are green/gold.

DRIDER

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 6+6
% IN LAIR: Nil
TREASURE TYPE:
 Individuals N (x2), Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
 type or 1-4
SPECIAL ATTACKS:
 Spells, paralyzation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/875 + 8/hp



The drider is a special creation of Lolth's magic. When drow of promising ability reach 6th level or slightly higher, Lolth will summon them and put them through a specially-devised test. The drow that fail become driders.

A drider appears to be a cross between a giant spider and a drow. The torso, head, and arms of a pale, bloated drow sprout 8 spider legs. Due to the bloated form, it is impossible to distinguish the sex of a drider, but 60% of those encountered will be female.

A drider retains whatever drow abilities it possessed before the transformation; therefore, all driders have magical or clerical ability, the type depending on whether they are male or female. Female driders have clerical abilities equal to a 6th or 7th level cleric; male driders have the magic ability of a 6th, 7th, or 8th level magic-user. In addition, a drider has the natural spell ability of a drow and is thus able to cast the following spells once per day: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, and *levitate*. Female driders can also cast *clairvoyance*, *detect lie*, *dispel magic*, and *suggestion* spells once per day.

In combat, all driders fight as 7 hit dice monsters, typically using swords or axes, though many carry bows strapped to their backs. A drider may also attack with its bite (for 1-4 points of damage). Those bitten must save vs. poison at -2 or be paralyzed by the drider's spittle for 1-2 turns.

Driders are outcasts from drow communities and thus bear them no great love. They are seldom found in numbers, preferring to work alone. Driders will be accompanied by 2-12 huge spiders 10% of the time. Generally living underground, they will often stalk their victims until the right opportunity for a kill presents itself. Their diet consists mainly of the blood of their victims, as they have acquired a spider's tastes.

DRYAD

FREQUENCY: *Very rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 9
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: M (x 100), Q (x 10)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *Dagger*
 SPECIAL ATTACKS: *Charm*
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



These beautiful and alluring tree sprites are found only in the most secluded places. They are found only near oak trees and never more than 36" from their individual tree of which they are actually a part. A dryad is shy and non-violent. Unless surprised, a dryad can disappear by stepping into a tree, slipping out on a side unseen by the intruder(s), and *dimension door* to her own tree. Dryads are distinguished only by their large size; they do not radiate any magic. If seriously threatened, or if near a male with a 16 or greater charisma, the dryad will use her powerful *charm person* spell which may be cast up to three times per day, once per melee round, with a minus 3 on the victim's saving throw. If a person is taken away by a dryad, there is a 50% chance they will never return, and if they do return it will be from 1-4 years later. Dryads can speak their own tongue, elven, pixieish, sprite, and also speak with plants. If carefully approached they might be persuaded to aid a person or party. Dryads have exact knowledge of the wood or forest in which they dwell.

DUNE STALKER

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 3
 MOVE: 12"
 HIT DICE: 6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12
 SPECIAL ATTACKS:
Kiss of death
 SPECIAL DEFENCES:
Only damaged by magical weapons
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 $V/400 + 6$ per hit point

A vile naked human in appearance, bony and with long sharp fingers and clawed toes, the dune stalker roams desert areas in response to summons from high level evil magicians. It will attack good characters only; any alignment combined with good will attract attack.

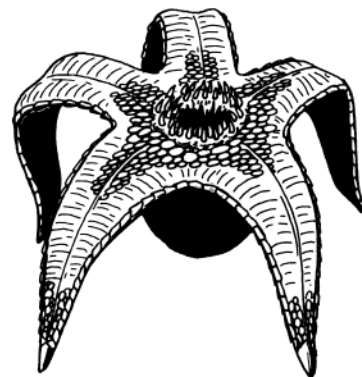
It is a faultless tracker, as the invisible stalker (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** — *Invisible Stalker*) once set on a particular mission.

The dune stalker's attack is usually by sonic vibration which has a range of 60' and delivers 2-12 hit points of damage on a single target (saving throw not permitted). In close contact the stalker can deliver the 'kiss of death' by placing its lips in direct contact with skin. The sonic vibrations thus set up in the victim's body are of such an intensity that failure to make a saving throw versus spells means instant death. A successful saving throw negates the effect.

Dune stalkers can only be harmed by magical weapons.

DUSTDIGGER

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-20
 ARMOR CLASS: 4
 MOVE: 3"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 $1-8 + \text{AC of victim}$
 SPECIAL ATTACKS:
Illusion/mirage (see below)
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
Nil/nil
 LEVEL/X.P. VALUE:
 $IV/165 + 4/\text{hp}$



The dustdiggers inhabit arid areas that have loosely packed, sandy soil, such as desert dunes. A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of the dustdigger, the dustdigger deflates, creating an area very much like a sinkhole. The dustdigger uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to kill it before swallowing. The dustdigger's back is armor class 4 but its front side is only armor class 7. Once the dustdigger has folded up, its prey is caught and cannot attack. Thus, the best defense strategy is to recognize a dustdigger before it folds.

Dustdiggers look like giant starfish with 5 arms around a central maw. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups.

Twenty percent of dustdiggers have a born talent for illusion. They will typically project a pool of bubbling water in the desert sands when approaching victims come within striking range.



DWARF

FREQUENCY: Common
 NO. APPEARING: 40-400
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 1
 % IN LAIR: 50%
 TREASURE TYPE: Individuals M
 (x 5); G, Q (x 20), R
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 or 1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Save at 4
 levels higher (See below)
 MAGIC RESISTANCE: As above
 INTELLIGENCE: Very
 ALIGNMENT: Lawful good
 SIZE: S (4' + tall)
 PSIONIC ABILITY: Nil*
 Attack/Defense Modes: Nil*



*possible to exist in unusual characters

Rocky hills are the favorite abode of these sturdy creatures. Dwarves typically band together in clans which are not mutually exclusive or hostile but are competitive. These creatures are able to operate in two or more classes simultaneously, so fighter/clerics, for example, are possible. Note also that the level of proficiency may vary between the two or more classes one of these creatures is capable of performing in.

For every 40 dwarves in a group there will be a fighter of 2nd through 6th level (to determine level roll a 6-sided die, 1 equalling 2 and the other numbers indicating the level). If 160 or more dwarves are in a group there will be in addition one 6th, and one 4th level fighter as chief, and lieutenant, of the group. If 200 or more are encountered there will be a fighter/cleric of 3rd to 6th level fighting ability and 4th to 7th level clerical ability in addition to the others. If 320 or more dwarves are encountered there will be the following additional dwarves with the group: an 8th level fighter, a 7th level fighter, a 6th level fighter/7th level cleric, and two 4th level fighter/clerics. If encountered in their lair (home) there will be in addition from 2-12 fighters of from 2nd to 5th level, from 2-8 fighter/clerics of from 2nd to 4th level (each category), and females and young equal to 50% and 25% respectively of the number of adult males. A dwarven lair is always an underground complex in solid rock.

Dwarves are typically armored with chainmail and shield. They have the following typical weaponing:

Sword & light crossbow	15%
Sword & pole arm	10%
Sword & spear	20%
Axe & heavy crossbow	10%
Axe & hammer	25%
Axe & mace	10%
Hammer & pick	10%

Higher level fighters and fighter/clerics have a 10% chance per level of having magic armor and/or weapons. For fighter/clerics also check at 10% per clerical level for 1-4 additional items (potion, clerical scroll, ring, wand/staff/rod, misc. magic) usable by clerics. All dwarves above normal level will have plate armor and shield.

Dwarves are 60% likely to have tamed animals to serve as guards in their lair: 5-20 wolves (25%) or 2-8 brown bears (75%).

Due to their great hatred of goblins, orcs, and hobgoblins, all dwarves gain a bonus of +1 on their dice rolls to hit these opponents. When dwarves are in melee with ogres, trolls and giants, these monsters must deduct 4 from their dice rolls to hit their dwarven opponents due to the size and skill of the latter in combatting these huge creatures.

All dwarves are resistant to both magic and poison; they therefore make saving throws at 4 levels above their actual level. Dwarves can see in the dark (infravision) noting monsters at a distance of 60'. Because of their mining skills, dwarves are good (50% to 75% likely) at detecting passages which slope upwards or downwards, sliding or shifting walls or rooms, new construction, approximate depth, or unusual stonework.

Dwarves speak their own tongue and those of gnomes, goblins, kobolds, and orcs. It is 75% likely that dwarves will also speak the common language.

Description: Dwarves are typically deep tan to light brown of skin, with ruddy cheeks and bright eyes (almost never blue). Their hair is brown, black or gray. They favor earth tones with small bits of bright color in their clothing. Although only 4 or so feet tall, they weigh no less than 150 pounds due to their stocky muscular build. They live for no less than 350 years on the average.

Mountain Dwarves: These creatures are similar to their cousins, the hill dwarves, detailed above. The only differences are size (4½' + tall), hit dice (1 + 1), and coloration (typically lighter with brown hair). They employ fewer crossbows (20% maximum) and more spears (30%). Mountain dwarves with 16 strength can work up to 7th level, with 17 strength to 8th level, and with 18 strength to 9th level. Mountain dwarves have a life span of 400 or more years.

DUERGAR

FREQUENCY: Very rare
 NO. APPEARING:
 2-8 or 201-300
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 1+2
 % IN LAIR: 5%
 TREASURE TYPE: Individuals
 M,Q; Lair B (magic only), F
 NO. OF ATTACKS: 1 (or more)
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Save at +4
 MAGIC RESISTANCE: Standard
 INTELLIGENCE:
 Average to genius
 ALIGNMENT: Lawful evil
 (neutral)
 SIZE: S (4' tall)
 PSIONIC ABILITY: 71-90
 (2/level)
 Attack/Defense Modes:
 B,C,D/F,G,H
 LEVEL/X.P. VALUE:
 Variable/variable



The duergar are the seldom-encountered race of evil dwarves. They are also known as the gray dwarves or gray ones. Malicious in the extreme, duergar dwell in subterranean depths where their evil need not withstand the light. Normally but a handful of these wicked creatures will be discovered, but occasionally a lair will be discovered with hundreds of duergar there.

For every 4 normal duergar encountered there will be 1 with double hit dice, i.e., 1 in 4 is 2nd level. If 9 are encountered outside their lair, an additional duergar of triple or quadruple hit dice (3rd or 4th level) will be leading the group. First-level duergar carry pick, hammer, spear-chain, and shield and are encountered 75% of the time; 2nd level carry pick, light crossbow-chain and shield and are encountered 25% of the time. Additional weapons and armor are as follows:

- +1/16 3rd level: hammer, short sword-plate and shield
 - +1/16 4th level: hammer, short sword-plate and shield
 - +4-6 5th level: hammer, short sword-plate and shield
 - +2-3 6th level: hammer, short sword-plate and shield
 - +1 7th-9th level: hammer*, short sword*-plate* and shield*
 - +4-6 3rd-6th/3rd-6th level cleric/assassins: any usable*/any usable*
 - +1 7th-9th/7th-9th level cleric/assassins: any usable*/any usable*
- (*5% chance/level for magical item; where split level, add one-half of lower to higher to find approximate actual level, rounding upwards)

There will also be noncombatant young duergar equal to 10% of the total number of the normal fighters, i.e., 21-30 young. The duergar lair will always be subterranean, extensive, and consist of many passages, rooms, chambers, and secret areas. There may (25%) be some monster kept as a guardian in the lair complex. There is a 75% probability that there will be 10-40 slaves there. Roll 1d20 to find the type of slaves kept: 1-8 = mountain dwarves or orcs; 9-12 = dwarves or goblins; 13-16 = gnomes or xvarts; 17-18 = halflings (stout) or kobolds; 19 = svirfneblins or norkers; 20 = adventurers or others. Adventurer types will be typical, and "others" will be drow, grimlocks, etc.

Duergar have been known to dwell with derro (q.v.) and similar evil creatures, but such communities are rare. Duergar surprise on 3 in 6. They are surprised only 1 in 10. As with normal sorts of dwarfkind, duergar save vs. magical attacks (*death magic*, *polymorph*, *rod* et al, and *spell*) at +4. They are immune to paralysis and poison. Spells of the illusion/phantasm category do not affect duergar.

All duergar have the following psionic disciplines: *expansion*, *invisibility*, *molecular attraction*, and *reduction*. Performance level is equal to hit dice of experience.

Duergar have infravision of 12" range. They speak the silent speech of subterranean creatures, their own tongue, and Dwarf. Some speak other tongues as well.

Duergar appear as emaciated, evil-visaged dwarves. Their skin is medium to dark gray. They favor garb of drab color, typically that which blends into their environment. They live longer than do normal dwarves, some reaching 500 or more years of age.

Duergar

The duergar, or gray ones, practice their evil in a disciplined and orderly fashion. This has allowed the race to prosper and dominate in areas where other, more numerous, creatures have failed to thrive. Coupled with this inherent discipline, the gray dwarves are also hard workers and tenacious combatants.

In many ways, the duergar culture resembles that of their higher cousins, the mountain and hill dwarves. All of the dwarf races rely heavily on mining for economic prosperity, and all are skilled at working metals and stone. The duergar are particularly adept at designing fiendish traps that imprison unwary prey and often inflict a slow and painful death. The duergar differ somewhat from their cousins in their frequent employment of slave labor, and their complete disregard for the welfare of those slaves.

When arrayed for battle, the duergar make a formidable force. They are particularly known for their complete mercilessness on the battlefield, and for their love of torture. Captives that are deemed unsuitable for slavery are usually put to death in the most fiendish, macabre, and time-consuming methods imaginable.

As a race, the duergar seem to have no major ambitions of conquest and domination, but they fight fiercely and savagely both to preserve what they have and to gain control of any portion of the subterranean world that appeals to them. The latter usually occurs when precious metals or gems are found outside the duergar realms. In these cases, the gray dwarves quickly mount a military expedition and attack any creatures dwelling in the coveted caverns. The duergar, for practical as well as alignment reasons, prefer to exterminate their foes in these instances rather than simply drive them off. This tactic serves to eliminate threats of reprisal.

Many duergar become skilled craftsmen, particularly in the areas of sculpture and metalworking. The gray ones trade their work with neighboring races and receive slaves and technological devices that are beyond their capabilities.

For more information on the duergar, see *Monster Manual II*.

EAGLE

FREQUENCY: Rare
NO. APPEARING: 1 or 2
(5-12)
ARMOR CLASS: 6
MOVE: 1"/30" (MC:C)
HIT DICE: 1+3
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-2/1-2/1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M (6'; 7'+ wing spread)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
11/35 + 2/hp



There are several species of eagles, all of which conform generally to the statistics given here. While it is usual to encounter a single bird or mated pair, there is a slight (5%) chance that an encounter will be in a rookery area where 5-12 of these creatures will nest. Nests are in the tallest trees, on cliffs or in mountains. There will be 1-4 eggs in a nest. There is a 10% chance that some small, shiny item will also be there (a coin, gem, etc.).

During attack, eagles typically dive from a great height. Diving movement is double normal speed (if from 100 feet or more) and damage is restricted to 2 claw attacks. However, these attacks are at +2 to hit and cause twice normal damage. Due to their exceptional eyesight, eagles are almost never surprised. Unless exceptionally hungry, eagles will not attack even the smaller demihumans, although a brownie, for instance, would be in considerable danger, for the birds would attack prey of that size without hesitation.

Eagles are difficult to train for hunting. Only about 25% can be properly managed. Nevertheless, viable eggs or eaglets will bring 60-100 gp on the open market.

EAGLE, Giant

FREQUENCY: Rare
NO. APPEARING: 1-20
ARMOR CLASS: 7
MOVE: 3"/48"
HIT DICE: 4
% IN LAIR: 20%
TREASURE TYPE: Q, C
(magic only)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: M (20' wing spread)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Giant eagles are found only in places where there are great bluffs, cliffs, mesas, or mountain crags to nest on. Their eyesight is such that they are never surprised unless encountered in their lair or at night. If they attack by diving 50 or more feet they add +4 to hit probability, do double claw damage (2-12/2-12), but get no beak attack. They can carry up to 2000 gold pieces at half speed.

If encountered outside their lair, giant eagles will typically ignore any good creatures but attack evil creatures which seem to be threatening. They are fairly friendly towards certain dwarves and elves. They have their own language and can also communicate through a limited form of telepathy. If encountered in their lair they will always be hostile. If there are young (50%) or eggs there they will attack any creature within 50'. There will be 1-4 young per nest, 1 nest per 2 giant eagles. They can be tamed. Eggs sell on the open market for 500 to 800 gold pieces each.

EBLIS

FREQUENCY: Very rare
 NO. APPEARING: 4-16
 ARMOR CLASS: 3
 MOVE: 12"/12" (MC:C)
 HIT DICE: 4+4
 % IN LAIR: 50% (see below)
 TREASURE TYPE: See below
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to
 exceptional
 ALIGNMENT: Neutral evil
 SIZE: M (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/165 + 5/hp



Eblis, or storkmen, are seldom seen by humans, or possibly few men live to tell of such an encounter. These tall, evil natured birdmen dwell in marshes and swamps of subtropical and tropical climes. Each group comprises several mated pairs and their offspring. When a tribe of this sort becomes too large for its habitat, the younger ones form a new band and seek their own area. Eblis pairs live in carefully constructed huts of reeds and grasses with 2-8 huts in a community. It is 90% unlikely that these dwellings will be discovered, even by careful search. In these huts are piles of rushes, sticks, etc., with an egg 30% of the time. There is also a 25% chance that there will be 1 of the following: 1-2 = scroll in metal tube; 3-5 = potion; 6 = ring; 7 = miscellaneous magic item (small size only) 8-9 = magic dagger or magic knife; 10-20 = 1-4 pieces of metal jewelry.

Because these creatures love shiny objects, there will always be some metal, glass, or similar items in a nest.

Eblis are very fast in shifting and striking, and thus their excellent armor class. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak. In each community of eblis will be 1 individual capable of using illusionist magic by means of dancing and vocalization. Each such storkman will have 2-8 of the following spells usable once each per day, at 3rd level ability: 1 = *audible glamer*; 2 = *change self*; 3 = *hypnotism*; 4 = *spook*; 5 = *wall of fog*; 6 = *blur*; 7 = *hypnotic pattern*; 8 = *whispering wind*;

Because these creatures love water and wetness and are always damp, they are not as vulnerable to fire as their feathery forms would indicate. Saving throws vs. fire are made at +1 and damage is at -1 per die. Eblis look like giant, gray-brown storks. Males have red-brown heads and black necks and legs.

EAR SEEKERS

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 9
 MOVE: 1"
 HIT DICE: 1 hit point
 % IN LAIR: 90%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1, See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (about 1/2" long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Ear seekers are small insectoids which are found in wood. They live by eating dead cellulose, but they need warm places in which to lay their eggs, and they favor places like ears. If this creature enters a warm place,

it will always lay 9-16 tiny eggs and then crawl out to die. When the eggs hatch (4-24 hours) the larvae eat the surrounding flesh, generally burrowing inwards to where the most food and body heat is, killing their host 90% of the time. A cure disease spell will destroy the eggs.

EEL

	<u>Electric</u>	<u>Giant</u>	<u>Weed</u>
FREQUENCY:	Rare	Uncommon	Very rare
NO. APPEARING:	1-3	1-4	10-60
ARMOR CLASS:	9	6	8
MOVE:	12"	9"	15"
HIT DICE:	2	5	1-1
% IN LAIR:	Nil	Nil	100%
TREASURE TYPE:	Nil	Nil	O, P, R
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-3	3-18	1
SPECIAL ATTACKS:	Jolt	Nil	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M (9' long)	M (20' long)	S (6' long)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

All eels are water-dwellers. They are typically aggressive only when approached too closely.

Electric eels are found in warm fresh water. They will give off a jolt of electricity in a radius of 15'. They are immune to electrical effects. Any creature within 5' of the eel takes 3-24 hit points damage; within 5' to 10' the jolt delivers 2-16 hit points damage, and between 10' and 15' the jolt delivers 1-8 hit points. The eel can do this but once per hour (six turns). Marine species are reported to be twice the size and do twice the damage.

Giant eels are typically of the moray type. They have a nasty temper and teeth to match. Few (10%) are found in fresh water.

Weed eels are masters of camouflage, appearing as a patch of normal seaweed to any but a highly trained observer. They live in colonies, sharing food and home alike. Their bite is poisonous, and unless a saving throw is made the creature bitten will die. Weed eel colonies consist of a network of small (six to eight inch diameter) holes which all lead to several 6' diameter tunnels, and the latter lead to a communal cave about 30' long, 20' wide, and 20' high. The eels use small stones, coins, gems, metal, etc. to floor this cave with. Colonies are found in both fresh and salt water, typically in water depths of 25' to 40'. If an attempt is made to enter any hole, the eel to whom it belongs will always strike with incredible speed. If eels note the entrance of foreign creatures, they will leave their holes to protect the cave where young are raised.

EEL, ELECTRIC (Marine)

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: //9"
 HIT DICE: 6-8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 2-8, 3-12, or 4-16
 SPECIAL ATTACKS:
 Electrical discharge
 SPECIAL DEFENSES:
 As above
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (20'-40' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/400 + 8/hp



Giant marine electric eels are found only in warm, relatively shallow salt waters, 30-150 feet deep being the common range. Although these creatures move with relative lack of speed, they strike quickly, gaining a +1 on initiative. Once every turn, these creatures are able to release a charge of electricity. All creatures within a 5-foot radius of the individual eel so doing take 6-36 points of damage. Those within 5-10 feet take 4-24 points, and those within 10-15 feet take 2-12 points.

Unless such victims make a successful saving throw vs. paralysis, they will be stunned and helpless for a number of rounds equal to the points of damage sustained from electrical shock. Saving throws at 5-10 feet are made at +1, and at 10-15 feet at +2. Note that a successful save does not reduce damage by one-half, but merely negates stunning.

ELEPHANT

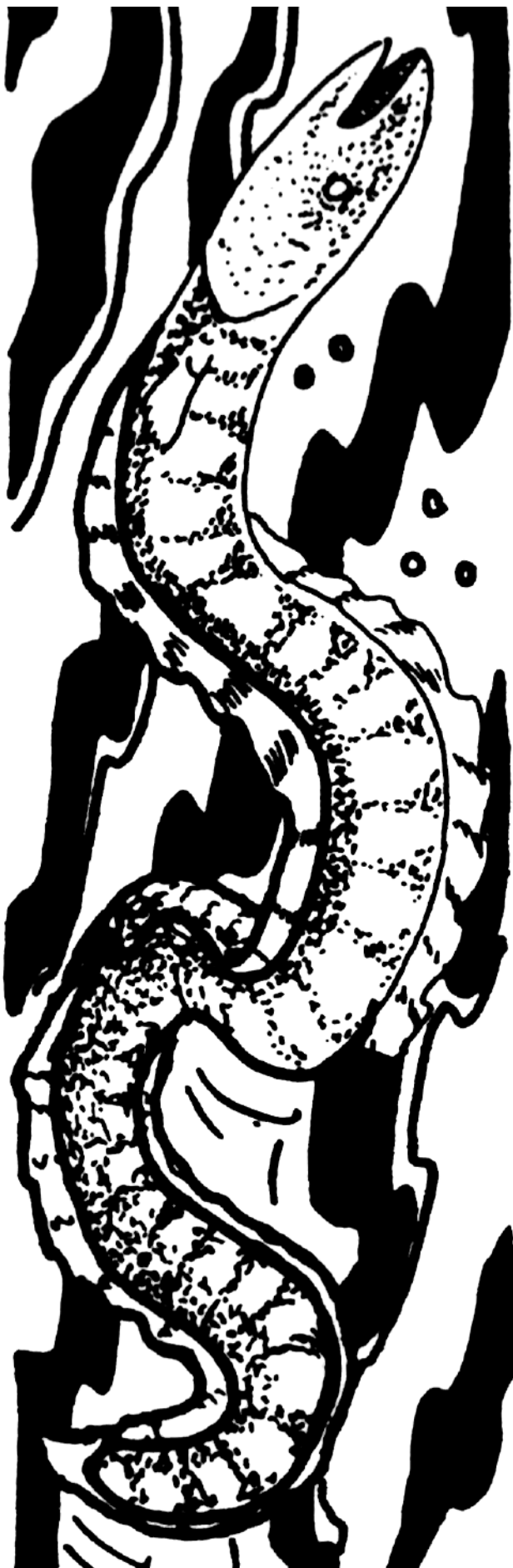
	<u>(Asiatic) Elephant</u>	<u>Loxodont</u> <u>(African Elephant)</u>
FREQUENCY:	Common	Common
NO. APPEARING:	1-20	1-12
ARMOR CLASS:	6	6
MOVE:	12"	15"
HIT DICE:	10	11
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	5	5
DAMAGE/ATTACK:	2-12/2-12/2-12/ 2-12/2-12	2-16/2-16/2-12/ 2-12/2-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Semi-
ALIGNMENT:	Neutral	Neutral
SIZE:	L (9' + tall)	L (11' tall)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

The elephant is found only in warm climates. They attack by means of a stab with two tusks, a grab and squeeze with their trunk, and then two tramlings with their front feet. One opponent can be subject to no more than two of these attacks at the same time, but several opponents can be fought simultaneously — 6 or more man-sized opponents for example. Ogre-sized opponents will not be affected by trunk attacks. Elephants are relatively intelligent, and will not trunk-attack creatures which will harm their trunk, i.e. spikey, hot, etc. They fear fire. An elephant can easily break open a great gate by pushing unless the gate is spiked to prevent this. They can be trained to carry equipment and/or men.

Elephant tusks have a value of 100 to 600 gold piece value each. Each gold piece of value equals one-quarter pound of weight.

If more than one-half the possible number is encountered, there will be young animals in the herd — from 1 to 4, 20% to 70% mature. If a single animal is encountered it will be a rogue bull, with no fewer than 6 hit points per die, and a very nasty and aggressive temper. Rogues will attack 90% of the time.

(See also the headings **MAMMOTH** and **MASTODON** for information on elephants.)



ELVES

ELF

FREQUENCY: Uncommon
NO. APPEARING: 20-200
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 1 + 1
% IN LAIR: 10%
TREASURE TYPE: Individuals N;
 G, S, T in lair
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon or
 1-10
SPECIAL ATTACKS: +1 with
 normal bow or sword
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 90% to
 charm and sleep only
INTELLIGENCE: High and up
ALIGNMENT: Chaotic good
SIZE: M (5' + tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Elves are of various sorts, including a marine race, all of which are detailed here. These creatures are able to operate in two or more classes simultaneously, so fighter/clerics, for example, are possible. Note also that the level of proficiency may vary between the two or more classes one of these creatures is capable of performing in. They have only a loose social structure based on independent bands which owe allegiance to an overlord (duke, princess, king or queen).

For every 20 elves in a band there will be one with above average fighting ability (2nd, or 3rd level). For every 40 elves encountered there will be one with this fighting ability plus 1st or 2nd level magic-user ability. If 100 or more elves are encountered there will be the following additional figures: a 4th level fighter/8th level magic-user, two 4th level fighter/5th level magic-user elves, and a 4th level fighter/4th level magic-user/4th level cleric. If over 160 elves are encountered their leaders will be a 6th level fighter/9th level magic-user, and a 6th level fighter/6th level magic-user/6th level cleric; and these leaders will have two special retainers each — 4th level fighter/5th level magic-user, 3rd level fighter/3rd level magic-user/3rd level cleric. These are also in addition to the group indicated. If encountered in their lair there will also be these extra figures: a 4th level fighter/7th level magic-user, a 4th level fighter for every 40 elves in the group, a 2nd level fighter/2nd level magic-user/2nd level cleric for every 40 elves in the group, a 5th level fighter, a 6th level fighter, and females and young equal to 100% and 5% respectively.

Elves of all sorts seek to make their home secure by locating it in secluded copse, wood or forest. They typically (65%) have from 2-12 giant eagles as guards for their lair.

The composition of a band of elves by weaponing is given below: (They are usually in scale, ring, or chain mail, and most carry shields.)

sword and bow	10%
sword and spear	20%
sword	20%
two-handed sword	5%
spear	30%
bow	15%

Higher level fighters, fighter/magic-users, and fighter/magic-user/clerics have a 10% chance per level per class of magical items of a usable sort. Thus, a 4th level fighter/5th level magic-user/5th level cleric would have a 40% chance for magic armor (including shield, possibly, or possibly shield only) and/or weapon (sword or miscellaneous weapon); a 40% chance for any other item not covered by the first class, i.e. armor and weapons; and a 50% chance for any sort of magical item usable by a cleric. Furthermore, if above 4th level of magical ability the elf will have from 2-5 magic items for magic-user use if the required score is rolled on the percentile dice.

Although elves do not favor horses, certain bands of elves will have female fighters who will be mounted on unicorns, although this is rare (5%) and only from 10-30 of such warrior elfmaids are typically encountered.

When in natural surroundings such as a wood or meadow, elves can move silently (surprise on a 1-4) and blend into the vegetation so as to be invisible (requiring the ability to see invisible objects to locate them) as long as they are not attacking. Note the bonus elves gain with bow or sword. Elves are also very quick and agile, so they can move, fire their bows, and move back all in the same round.

Elves are 90% resistant to charm and sleep spells of all sorts. They have infravision to 60'. They note secret or hidden doors and the like from one-third to half of the time, depending on the care or magic with which they are hidden.

Elves are able to speak the tongue of goblins, orcs, hobgoblins, and gnolls, in addition to common, alignment, elvish, halflingish, and gnomish.

Description: Elves are slim of build and pale complected. Their hair is dark, and their eyes are green. Their garb is typically pastel and of blue or green or violet (but often covered by a greenish gray cloak). The life span of these creatures is a dozen centuries long.

Aquatic Elf: Also called sea elves, they are akin to mermen as land elves are to men. Found almost exclusively among heavy weed beds in quiet sheltered salty waters, they are great friends of the dolphins. They fashion caverns in lagoon bottoms and reefs where they live and work. They trade with land elves — metal goods (they are unable to forge underwater) for rare items found in the sea. For every 20 sea elves, there is a 50% chance that they are accompanied by 1-3 friendly dolphins.

Aquatic elves use spears and tridents as weapons, usually in combination with nets. They do not use magic. They speak only elvish.

They are humanoid in appearance, with gill slits on the throat and greenish-silver skin and green or blue-green hair. Seaweed affords little or no hindrance to their movement. They are invisible in weeds or on reefs. They are mortal enemies of sharks and sahuagin, and will attack either if the elves outnumber them. They are friends to dolphins and land elves, and neutral to all others, except for fishermen, whom they dislike due to the number of sea elves snared in nets and killed mistakenly as sahuagin by these ignorant humans.

Drow: The "Black Elves," or drow, are only legend. They purportedly dwell deep beneath the surface in a strange subterranean realm. The drow are said to be as dark as faeries are bright and as evil as the latter are good. Tales picture them as weak fighters but strong magic-users.

Gray Elf (Faerie): These noble elves are the rarest and most powerful of their kind. They are more intelligent than other sorts (+1 on dice roll for intelligence), and those few with supra-genius abilities can become wizards. They are very reclusive, live in isolated meadowlands, and never associate with any other humanoids, other than elves, for long — or with frequency. They usually are armored with chain mail and shield, and all carry swords. Grey elves often (50%) have hippogriffs as steeds (70%) or actually use griffons (3-12) as guards/mounts (30%). They speak the same languages as do high elves. Grey elves have either silver hair and amber eyes or pale golden hair and violet eyes. The latter sort are generally called faeries. They favor white, yellow, silver, or gold garments. Their cloaks are often deep blue or purple. They live beyond the age of 1,500 years.

Half-Elf: All half-elves are of human stock. They are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf (5½') and weighing about 150 pounds. They are able to detect secret entrances and the like as elves do (one-third to one-half the time). Half-elves have normal infravision. They do not gain the sword and bow advantages of their elven stock, but half-elves are able to progress simultaneously in two or three categories, i.e. fighter/magic-user or fighter/magic-user/cleric (if wisdom is 13 or greater). Half-elves normally may attain maximum levels of 6/6/4; if strength is 17 or 18, the level of fighting ability can go to 7th or 8th. Similarly, if intelligence is 17 or 18, half-elves can attain 7th or 8th level magic-user. Thus a half-elf can be a superhero/warlock/vicar (8/8/4). Half-elves are able to speak the same languages as elves — goblin, orcish, gnoll, halflingish, gnomish, and elvish (plus alignment and common). Half-elves live 250 years.

Yan-C-Bin lives in a great airy palace on the *Elemental Plane of Air*.

ELF

Drow (Dark Elf)

FREQUENCY: *Very rare (at best)*

NO. APPEARING: 5–50

ARMOUR CLASS: 4 (and better)

MOVE: 12" (females 15")

HIT DICE: 2 (and better)

% IN LAIR: 0

TREASURE TYPE:

Individuals: N(x5), Q(x2)

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: *By*

weapon type

SPECIAL ATTACKS: *See below*

SPECIAL DEFENCES: *See below*

MAGIC RESISTANCE:

50 % (and better); all

saving throws at +2

INTELLIGENCE: *Mean:*

highly intelligent

ALIGNMENT: *Chaotic evil*

SIZE: *M(5' tall)*

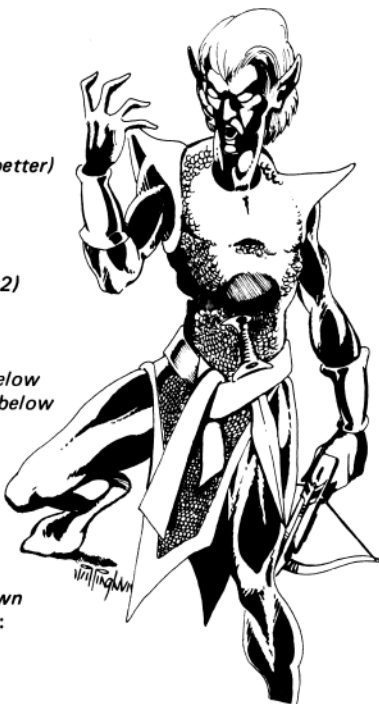
PSIONIC ABILITY: *Unknown*

Attack/Defence Modes:

Unknown

LEVEL/X.P. VALUE:

II and up/Variable



Ages past, when the elvenfolk were but new to the face of the earth, their number was torn by discord and those of better disposition drove from them those of the elves who were selfish and cruel. However constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the dark elvenfolk — the drow — found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And though they were strong enough to face and perhaps defeat their former brethren in battle, the drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgave nor forgot, and even now, above all else, they bear enmity for all of their distant kin — elves and faeries — who drove them down beneath the earth and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the drow still persist, occasionally entering lower dungeon levels and consorting with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

Regardless of the number of drow appearing, there will always be one of higher level than the main body. Drow males are all at least 2nd level fighters — some are as high as 7th level in fighting ability. Males can also be magic-users, some as high as 12th level. Female drow are also at least 2nd level fighters and some have attained 9th level as fighters. Most drow clerics are female, and no upper limit to their level of ability is known; however no male drow cleric has been known to be higher than 4th level.

Drow wear a fine mesh armour of exquisite workmanship. It is made of an alloy of steel containing adamantite. Even the lowliest fighters

have in effect +1 chainmail, with higher level drow having +2, +3, +4 or even +5 chainmail. Small bucklers are also used — shields of unusual shape — those drow of greater experience level and importance in drow society having bucklers fashioned of adamantite so as to be +1, +2 or even +3 value.

As will be described later, all drow move silently and with graceful speed, even when wearing their black mesh of armour. Each drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath the mail. In addition they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or even +4 borne by noblefolk); 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot darts coated with a poison which renders the victim unconscious (save is at –4). These darts also inflict 1–3 points of damage on a victim. A few drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned with the same substance as the darts) with atlatis (9" range, +3/+2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety and move with silence. The black boots and cloaks that Drow wear are similar to *cloaks* and *boots of elvenkind*, except that the wearer has only a 75% chance of surprising enemies or blending into shadows. The material will not cut easily and cloaks have a +6 to saving throws vs. fire attacks; however, any alteration to the cloak has a 75% chance of unraveling the material and making it useless. Drow themselves are only 12½% (1 in 8) likely to be surprised by opponents. Drow are also both intelligent and highly co-ordinated, being able to use either or both hands/arms for attack and defence. They make saving throws versus all forms of magic (clerical included) spells, whether from a caster or from a device, at +2. Drow magic resistance increases by 2% for each level of experience they have gained, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 64% resistant to any magic and will save at +2 against any magic which could have an effect.

Drow

Drow society has developed along strongly matriarchal lines, with females holding all positions of power and responsibility in government, the military, and at home. While the males are effective fighters and can become low-level magic-users or clerics, they are rarely encountered unless under the command of higher-ranking females.

The drow worship the spider god, Lolth, and many aspects of their culture reflect this. Drow of 6th level or higher are often tested by Lolth. Those that fail become driders—half-drow, half-spider creatures. Outcasts from drow communities, driders are often encountered around the fringes of drow realms. Other spider-like creatures, such as scorpions, pedipalp, and solifugud are commonly found among drow communities.

The drow emulate spider characteristics in other ways. Their buildings and cavern networks are often created in a web pattern. Traps among these structures channel creatures toward the center of the web. In times of severe population pressure, the drow practice cannibalism, weeding out the weaker members of the community. The victims are always the aged, since the safety of the young is very important to the drow.

The drow culture is perhaps the most widespread and firmly entrenched of all underground cultures. The drow make treaties with other races when it serves their own interests, but are quick to break these agreements if the terms no longer seem advantageous. This, of course, makes other races reluctant to enter into alliances with them.

The long-term objective of the drow is to rule over all other subterranean races, and to control all access to and from the underworld. The attainment of this goal is obviously unlikely in the near future, but the drow enthusiastically endorse any proposal that moves them closer to this objective without endangering their current dominant position.

ELVES

Because the drow have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a *light* or *continual light* spell the dark elves are 90% likely to be seen, they lose 2 from their dexterity and all attacks made by them are at -2 on the 'to hit' roll (+2 on saving rolls against such attacks as applicable). If they are attacking targets inside the radius of *light* or *continual light* spells, the bright illumination causes them to suffer a 'to hit' penalty of -1 and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that drow will retire from the situation because of the illumination, unless such a retreat would imperil one of their number, would otherwise be harmful to their desired ends or would expose some important feature to the light-bringing intruders. In any event, such dimmer light sources as torches, lanterns, magic weapons, fire beetle essence or *faerie fire* do not adversely affect the performance of the dark elves.

Drow are able to speak the subterranean trade language common to most intelligent dwellers in the underworld, the common tongue, gnome, elfen and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races which speak and dwell underground. All of the dark elves also have a *silent language* composed of hand movements, and this means of communication is highly sophisticated, being able to convey much information to a considerable degree of complexity. When drow are within 30' of each other, they use facial and body expression, movement and posture; these latter means of communication alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoken speech.

All the dark elves can use the following spells once per day: *dancing lights*, *faerie fire*, *darkness*. Those above 4th level are also able to *detect magic*, *know alignment* and *levitate* once per day. Drow females can, in addition, use the following spells once per day: *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*. Drow have powers which are the same as those of dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength 8 + 1-6 (6 + 1-6 for males); Intelligence 12 + 1-6 (10 + 1-8 for males); Wisdom 8 + 1-10 (8 + 1-4 for males); Dexterity 12 + 2-8; Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

If more than 10 drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level clerical ability in addition to the male fighter/magic-user. If more than 30 drow are encountered, 11-16 will be females, the leader will be a female cleric/fighter of at least 8th/7th ability level, the male fighter/magic-user will be at least of 5th/4th ability level and each will have an assistant of level as previously indicated for the ones present with *Special Note Regarding Drow Treasure*: Cloaks, armor, and weapons made by the Drow have special properties, although they do not radiate magic. The items are made in the strange homeland of the Drow: vast underground cities of carved stone and minerals, places of weird and fantastic beauty inundated with unknown radiations which impart the special properties to their items. When these are exposed to direct sunlight, irreversible decay starts and the items will become totally useless in 2-12 days. If protected from sunlight, they will retain their special properties for 31-50 days before becoming normal items; and if exposed to the radiations of the Drow homeland for a period of 1 week out of every 4 weeks, the items could remain potent indefinitely. Drow sleep poison decays instantly in sunlight, and will lose its effectiveness after 60 days in any event after being exposed to air, although unopened packets of the poison will remain potent for up to one year.

Description: Drow are black-skinned and pale-haired. They are slight of build and have long, delicate fingers and toes.

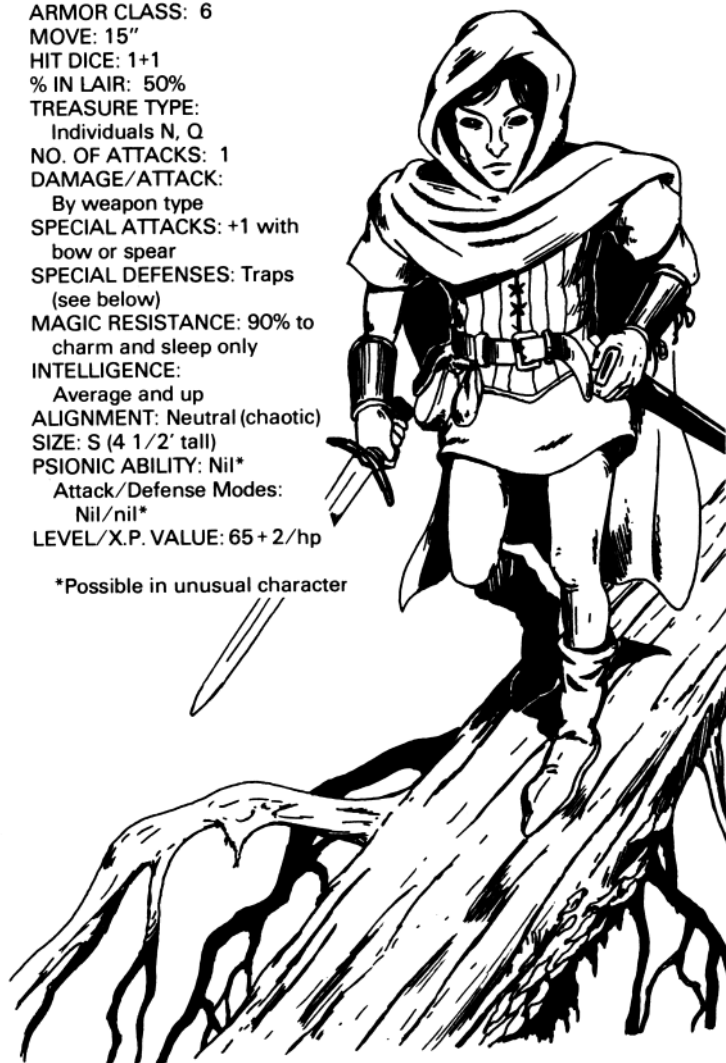


ELF

Grugach

FREQUENCY: Very rare
NO. APPEARING: 20-80
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 1+1
% IN LAIR: 50%
TREASURE TYPE:
Individuals N, Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: +1 with
bow or spear
SPECIAL DEFENSES: Traps
(see below)
MAGIC RESISTANCE: 90% to
charm and sleep only
INTELLIGENCE:
Average and up
ALIGNMENT: Neutral (chaotic)
SIZE: S (4 1/2' tall)
PSIONIC ABILITY: Nil*
Attack/Defense Modes:
Nil/nil*
LEVEL/X.P. VALUE: 65 + 2/hp

*Possible in unusual character



The grugach are "wild" elves akin to sylvan ones, but smaller, thinner, and very fair. They are completely xenophobic, distrusting even other sorts of elves. Thus, they are seldom, if ever, encountered outside their tribal bands.

Except as noted, grugach conform to the specifics of wood elves and elfkind in general. Despite their small stature, grugach have broad shoulders and great strength (add +2 on strength dice roll, treating 19 or 20 as 18).

Grugach are not magic-users, but dual-classed individuals will be fighter/druids. The grugach are on good terms with all animals of the forest, save those of evil nature. They will often (70%) have stags for mounts.

About 20% of random contacts made supposedly with wood elves will actually be with grugach. All adult grugach are able to set traps. These consist principally of pits and snares in and around their home territory. All such traps are well concealed, and there is almost a 90% probability that creatures passing near one will be caught in it. If characters passing through a trapped area examine it carefully, likelihood of being caught in a trap is reduced to 30%. Pits are normally 10 feet deep and spiked, so damage is 1-4 (fall into earth-floored pit), plus 1-6 per spike, plus poison (50% chance). Snares are usually set to encircle and jerk creatures off their feet and suspend them 5 feet or more above the ground. Some snares can be deadfalls, where a heavy log crashes down for 5d6-8d6 of damage and pins the victim as well.

Wood Elf: Sometimes called sylvan elves, these creatures are very reclusive and generally (75%) avoid all contact. Wood elves are more neutral than are other elves. They are unusually strong for elves (add +1 to all die rolls, treating 19 as 18), but they are not quite as intelligent (treat 18 intelligence as 17). They usually wear studded leather or ring mail (armor class 6) and fully 50% of any band is equipped with bows. Only 20% carry swords. 40% of wood elves use spears. The lair of a band of wood elves is usually (70%) guarded by 2-8 giant owls (80%) or by 1-6 giant lynx (20%). They live in primeval forests and distant woodlands. Wood elves speak only elvish and the languages of certain woods animals and treants. Their complexions are fair, their hair is yellow to coppery red and their eyes are light brown, light green, or hazel. They wear russets, reds, brown and tans. Their cloaks are usually green or greenish brown. Wood elves have a life span of centuries.

Valley Elf

FREQUENCY: Very rare
NO. APPEARING: 10-40
 (20-240)
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1+2
% IN LAIR: 10%
TREASURE TYPE: Individuals
 M, N; in lair G, S, T
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
 type or 1-10
SPECIAL ATTACK: +1 with
 bow or sword
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 90% to
 charm and sleep only
INTELLIGENCE: High and up
ALIGNMENT: Chaotic neutral
SIZE: M (5 1/2' tall)
PSIONIC ABILITY: Nil*
 Attack/Defense Modes:
 Nil/nil*
LEVEL/X.P. VALUE:
 III/65 + 2/hp
 (average individuals only)



* Possible in unusual characters

Whether a separate race of elvenkind or whether simply an offshoot of gray elves, the elves of the Valley of the Mage (valley elves) have distinctive features and characteristics. As tall as most humans, they are thin and have sharp and pointed features. They are reclusive and resent intrusion. If anything, valley elves are neutral in alignment. Otherwise, they tend to follow the same characteristics as gray elves, although they do not use steeds other than horses as far as is known. All other sorts of elves, including the dark elves (drow), shun valley elves. The latter, in turn, dislike association with any races save perhaps gnomekind, whom they tolerate. With respect to type of habitat, composition of a group, weaponry, and special abilities, valley elves follow the statistics found in MONSTER MANUAL I, "Elf" (q.v.).

Valley elves use cooshee (q.v.) as guard animals, and 75% of the time there will be 1-4 with a wandering band and in their lairs a 90% probability of 2-8. In the WORLD OF GREYHAWK™ fantasy world setting, valley elves are found only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, Gran March, Ket, and the Grand Duchy of Geoff—probably at the behest of their liege. Their tolerance of gnomes probably stems from the fact that these demihumans also serve the Mage of the Valley.

ELFIN CAT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 18"
HIT DICE: 3+6
% IN LAIR: 5%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-2/1-2/1-3
SPECIAL ATTACKS: See below

SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Semi to low
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/135 + 4/hp

The elfin cat dwells only in sylvan woodlands of temperate regions. It is usually mistaken for a wild cat or possibly a lynx, but this is because the creature does not wish to be recognized as out of the ordinary. Elfin cats are fast, climb very rapidly, swim well, and are able to leap 20 feet or more with ease. They are solitary, but if encountered in their lair there will be 1 adult female, 1-4 kits, and 1 male within 1-4 rounds traveling distance. Any treasure in the lair will be that placed there for safe keeping by some friendly creature, such as an elf, or gnome, etc. Although elfin cats are able to attack and defend themselves with claw and fang, they prefer avoiding confrontations of that sort. They rely on their magical powers to survive. These include: *enlarge* (1 per day), *reduce* (2 per day), *pass without trace*, *tree* (limb, not entire tree; 2 per day), and *trip* (1 per day). *Enlarge* actually increases attack power to double normal. Spell-like powers are performed at 9th level ability.

In addition, elfin cats are able to move 99.9% silently. They conceal themselves in natural surroundings at 90% probability. Their keen senses prevent surprise except 1 in 20. They, in turn, surprise 5 in 6. Elfin cats use a limited ESP ability to read the thoughts of creatures nearby to determine friendly or hostile intent. These creatures communicate with each other in their own language. They can speak a few words of Elf, due to association, and some speak Gnome, Brownie, etc., as well. One or more elfin cats will associate with a community of sylvan elves, woodland gnomes, brownies, sprites, etc. In return for feeding and protection, the elfin cats serve as sentinels and report the presence of any monsters or other intruders in the area and tell what purpose the creature or creatures had in mind. The elfin cats roam field and wood in their small size. They use an enlarged form only to frighten possible enemies.

An elfin cat is about the size of an average dog. The fur is gray-brown and striped with dark brown or black.

COOSHEE (Elven Dog)

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 15"; sprint 21"
HIT DICE: 3+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-10
SPECIAL ATTACKS:
 Overbearing
SPECIAL DEFENSES:
 Camouflage
MAGIC RESISTANCE:
 Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/110 + 4/hp

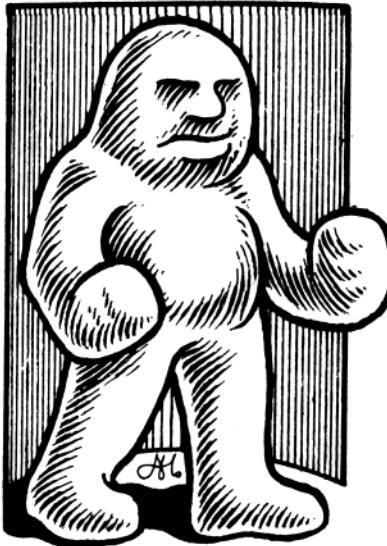


A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly these beasts are found in company with sylvan elves. A cooshee moves quickly, and, when chasing something in a straight line, its speed is even greater (21"). When fighting it will strike with its huge forepaws to knock 2-footed creatures of human size or smaller off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (no dexterity bonus, +2 to hit). Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they bark only to warn their masters.

A cooshee is the size of the largest common dog. It has a greenish coat with brown spots. This coloration, coupled with its ability to move silently, enables it to conceal itself easily in brush or woodlands (75% chance of hiding). The typical cooshee weighs over 168 pounds and often attains 310 pounds. Its paws are huge with heavy claws, and its tail is curled and held above the back.

ENVELOPER

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 4
MOVE: 9"
HIT DICE: 3, 5, 7 etc.
% IN LAIR: 85%
TREASURE TYPE: E
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS:
See below
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: *Variable*
INTELLIGENCE: *Variable*
ALIGNMENT: *Variable*
SIZE: L
PSIONIC ABILITY: *Variable*
Attack/Defence Modes:
Variable
LEVEL/X.P. VALUE:
III and up/Variable



The enveloper is basically a mass of malleable flesh in the form of a rough cylinder 8' tall and 3' in circumference. It can form up to five appendages at will by reshaping flesh in the appropriate areas, and when in view of humans or near-humans it will adopt approximate human form (the appendages being head, arms and legs). It is basically of animal intelligence, of neutral alignment, with standard magic resistance and no psionic abilities.

In melee the enveloper strikes with two 'fists', each capable of delivering 1-8 hit points of damage.

If the enveloper kills a victim — monster or character — its first act is to fall on the body which in one melee round is totally consumed, leaving all clothes, weapons etc. behind. After a further delay of three melee rounds (during which time the beast can fight as normal — it cannot attack in its 'consuming round') the beast can use any of the victim's abilities; for example, it gains the victim's experience and knowledge, can speak with the victim's voice, can cast spells memorised by the victim and so forth. For each hit die of the victim, the enveloper gains 1-3 hit points (though it continues to attack with the same hit probability as before, no matter how many extra points it gains).

As the enveloper consumes additional victims it will gain additional abilities and powers. In the case of mutual conflict (for example in terms of alignment) of attributes or powers, one is discarded at random until the conflict is removed. The beast will tend towards the alignment of its most recently-consumed victim, and alignment language will vary accordingly.

The enveloper gains hit dice as it ages, in steps of 2 dice; theoretically there is no limit to the number of hit dice, or hit points, an old enveloper may possess.

ETTIN

FREQUENCY: *Very rare*
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 10
% IN LAIR: 20%
TREASURE TYPE: *Individual O, C, Y in lair*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/3-18
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: *Surprised on 1 on a 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: Low
ALIGNMENT: *Chaotic evil*
SIZE: L (13' + tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Ettins are giant-like creatures which dwell only in remote areas. Their lairs are always underground, for they prefer darkness and are nocturnal.

An ettin attacks with both arms, its left head directing the left arm and the right head the right. Blows from the former arm cause 2-16 points of damage; the right inflicting 3-18. One of the ettin's heads is always likely to be alert, so they are difficult to surprise.

Description: It is evident from their appearance that ettins are closely related to orcs. Their animal skin dress is typically moth eaten and filthy. Ettins use spiked clubs and similar weapons.

ETTERCAP

FREQUENCY: *Rare*
NO. APPEARING: 1-2
ARMOUR CLASS: 6
MOVE: 12"
HIT DICE: 5
% IN LAIR: 30%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-3/1-3/1-8
SPECIAL ATTACKS: *Poison*
SPECIAL DEFENCES:
Traps — see below
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Low
ALIGNMENT: *Neutral evil*
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
IV/165 + 5 per hit point



A biped, roughly man-sized, with very long arms, protruding pot-belly, short legs and hairy skin, the ettercap has clawed hands and two poison fangs protruding one on each side of the mouth. Ettercaps are cruel, cunning and treacherous.

The ettercap attacks with its claws for 1-3 hit points of damage each and also inflicts a poisonous bite for 1-8 hit points of damage.

The creature has silk glands like those of a spider located near the anus. These glands secrete a thin, very tough, silvery cord which the beast uses to make assorted weapons and devices — lariats, nets, garottes, tripwires and so forth. Each ettercap has its preferred weapons and trap devices, so an encounter will vary according to an ettercap's preference, though they will always lay traps and prepare an ambush if there is time to do so.

Ettercaps get along well with all forms of spider.



EXECUTIONER'S HOOD

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 2+2, 4+4, 6+6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 (1d4)
 SPECIAL ATTACKS: Surprise
 on a 1-3; see below
 SPECIAL DEFENSES:
 Immune to sleep spells
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: S-M (1'-3' diameter
 in bag form)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/320 + 8/hp



An executioner's hood is a small, bag-like monster which has a unique method of capturing its prey. The monster crawls into some niche and awaits the approach of the victim. When the prey enters, the hood closes fast about the victim's head (to-hit roll needed), inflicting 1-4 points of damage immediately and a further 1-4 points of damage from strangulation and suffocation until the prey is killed or the monster is slain. Because of the monster's propensity to surround the head, it is very difficult to slay an executioner's hood. It is totally unaffected by sleep spells, and its attack method (fibrous strands) causes the victim to suffer whatever other spell effects the executioner's hood sustains. Pouring strong brandy on the hood, however, causes the monster to lose 1 point of damaging ability per round, and after 4 rounds the hood will fall off, intoxicated (assuming that a full quart has been used).

This monster looks almost exactly like an actual executioner's hood. Color is dull black, and there are 2 eye holes which actually can be used to see out of or into its cavity. The monster is about 1 inch thick. It can spread out into disc shape and has been known to hunt as does a lurker above (q.v.).

EYE, Floating

FREQUENCY: Rare
 NO. APPEARING: 1-12
 ARMOR CLASS: 9
 MOVE: 30"
 HIT DICE: 1-4 hit points
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Hypnotism
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (1' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Floating eyes are salt water fish of very unusual nature. They have transparent bodies and a single large eye of about three inch diameter. The latter is all that is readily visible of this fish, and when it is gazed at the creature so doing must save versus paralyzation or become hypnotized and remain stationary. Predatory fish (always near floating eyes) then eat the helpless prey, while the floating eyes feed upon the scraps. Naturally, these creatures also eat any small marine creatures they come upon and hypnotize.

EYE KILLER

FREQUENCY: Very rare
 NO. APPEARING: 1-4 or 2-8
 ARMOUR CLASS: 5
 MOVE: 9"
 HIT DICE: 4
 % IN LAIR: 25%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS:
 Death stare
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 III/150 + 4 per hit point



At birth, the eye killer is limbless and almost spherical; later it develops a bat-like upper torso on the body of a large snake. Its stunted wings cannot support flight. The upper part of its body is a dark grey-green while the lower part is a medium green flecked with dull yellow. Its eyes are disproportionately large and apparently lidless.

The creature dislikes daylight and hates bright naked flame. It dwells in dark places underground, where 2-8 may also (10% chance) be found.

The behaviour of the creature depends almost entirely on the illumination. If approached and attacked by creatures relying solely on infravision or on low-level natural ambient illumination, the eye killer will attack with its coils only, crushing its victim for 1-6 hit points of damage (a hit indicates that it has managed to wrap its coils round a victim; each melee round thereafter it automatically delivers crushing damage of 1-6 hit points without a 'to hit' roll).

If an approaching party is carrying lanterns or torches, however, the eye killer can use the dreaded *Death Stare* up to a range of 50'. Its eyes gather the illumination falling on them, amplify it enormously and project it back at the light-bearer in a powerful, narrow ray of intense light. This ray strikes a victim as though he were AC10; the victim must make his saving throw against death ray or die instantly. Victims who make their saving throw take 3-18 hit points of damage. The *stare* can be reflected though it does not harm the eye killer - it will simply gather the illumination, amplify it still more, and project it in the same round at another victim. Fortunately for adventurers, the *Death Stare* can only be used once per day.

If torch- or lantern-bearers come close to the eye killer, it will not face the light and will try to flee if the illumination becomes intense (equivalent to three torches at a range of 10'). If the illumination is not strong enough to force its flight, it will attack with its coils as previously described.

EYE OF FEAR AND FLAME

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 2
 MOVE: 9"
 HIT DICE: 12
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: *See below*
 DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *High*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 VII/2,850 + 16 per hit point

The eye of fear and flame is a hooded man-sized figure; the face is always invisible, the interior of the hood being seen as an opaque black screen. It constantly stalks the underworld seeking lawful or lawful/neutral parties or individuals. It will command an individual, or a member of a party, to perform evil deeds (speaking in the alignment tongue appropriate to the individual addressed since it has permanent *know alignment* power and can speak all alignment languages). The nature of the deeds will vary but they will be uniformly evil. If the eye is attacked, or its commands are not obeyed, it will cast back the hood to reveal a bare skull with a red jewel in one eye-socket and black jewel in the other.

The red gem unleashes a 12-dice *fireball* once every three melee rounds, while the black gem acts as a *fear* wand every melee round. The gems are worth 1,000-2,000 gold pieces each, though they lose their properties when removed from the skull or when the creature is killed.

If melee is going against the creature it has the power to transfer to the *Ethereal Plane*, taking two melee rounds to do so, where it will try to make its escape. It has no means of fighting hand-to-hand.

If the spells *blindness* or *power word: blind* are cast on the eye, they will be reflected back to the caster with no loss of power.

It is said that the eyes of fear and flame were either created by the chaotic evil gods for the destruction of lawfals, or by the lawful/neutral gods for their testing. The truth is hidden. It is rumoured that only about twenty of these creatures exist.



FALCON (HAWK)

	Small	Large
FREQUENCY:	Rare	Uncommon
NO. APPEARING:	1 or 2	1 or 2
ARMOR CLASS:	5	6
MOVE:	1"/36"	1"/33"
HIT DICE:	1 minus 1	1
% IN LAIR:	30%	30%
TREASURE TYPE:	See below	See below
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1/1/1	1-2/1-2/1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	S (2-3' wingspread)	S (3-4'+ wingspread)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	I/15 + 1/hp	II/25 + 1/hp

Falcons and hawks are common throughout the world, from tropic to subarctic regions. These birds nest in tall trees or inaccessible cliff areas. There is a 5% chance that a nest will contain some small, shiny item, such as a coin or gem. Attack is typically by a plummeting dive from 100 feet or higher. This increases to-hit probability by +2 and inflicts twice the amount of normal talon damage, but no beak attack is then possible. Because of their exceptional eyesight, birds of this sort are never surprised. If taken while young and trained by an expert, falcons and hawks can be taught to hunt. These same birds can be set upon opponents, and this attack will be by claw and beak. However, if the opponent has unprotected eyes, a beak hit has a 25% probability of actually blinding 1 eye.

Large falcons have been known to attack small demihumans while hunting in the wild. Such occurrences are extremely rare.



FIRE Drake

FREQUENCY: *Rare*
NO. APPEARING: 2–8
ARMOUR CLASS: 5
MOVE: 6"/18"
HIT DICE: 4
% IN LAIR: 80%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2–8
SPECIAL ATTACKS:
Breath weapon
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S (4' long)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
III/125 + 4 per hit point



Found only in rocky areas, this small dragonet (4' long or thereabouts) resembles a miniature red dragon in appearance if not in temperament. If it is disturbed even with peaceful intent there is a 50% chance it will attack. Its claws are not used in combat but its bite will cause 2–8 hit points of damage.

The firedrake also has a breath weapon which it can use five times daily. This is a cone of fire 60' long by 10' base diameter which delivers 2–16 hit points of damage (halved if a saving throw is made). Firedrakes have a short lifespan compared with their larger cousins, the dragons — the age-incremental hit point steps do not apply. The dragonet's blood burns fiercely in air (the breath weapon is in fact a jet of blood) though it is inert if kept in a container under water. Swords dipped in the blood immediately become *flaming swords* for 3–6 melee rounds though there is a 2% cumulative chance during this time of the sword breaking when a blow is struck with it. If the sword 'survives' this 3–6 round period, it reverts to its original powers after it ceases to flame.

For purposes of aerial combat, the firedrake is manoeuvrability class C.

FIRE FRIEND (Giant Firefly)

FREQUENCY: *Very rare*
NO. APPEARING: 1–4
ARMOR CLASS: 4
MOVE: 3"/15" (MC:B)
HIT DICE: 1+4
% IN LAIR: 0%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
Immune to electrical and fire attacks
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral (good)*
SIZE: *S (1' + long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil/nil
LEVEL/ X.P. VALUE:
II/36 + 2/hp



The firefriend, or giant firefly, is a well-regarded but rarely encountered creature found in temperate climes. Although this giant insect has only low intelligence by human standards, it is clever and shuns obvious enemies. Humans and demihumans of friendly disposition are sought as companions, however, for firefriends love to converse with them and to hear stories of a fanciful nature. A firefriend has small but sharp mandibles with which to protect itself. In addition, its glowing abdominal light, normally equal in luminosity to a torch, can be brightened and concentrated once every turn. A beam of greenish light about 3 inches in diameter and up to 14 feet long can be shot forth. Flesh struck will suffer 5–20 points of damage, one-half damage if a saving throw vs. wands is successful. These creatures are not harmed by electricity or fire.

Firefriends speak their own language as well as the common tongue in most cases. They hatch in spring, grow to maturity by age 2, and live about 10 years or so. By age 1 or 2 they learn to converse with humans.

FIRE NEWT

FREQUENCY: *Rare*
NO APPEARING: 10–100
ARMOUR CLASS: 5
MOVE: 9"
HIT DICE: 2+2
% IN LAIR: 75%
TREASURE TYPE:
Individuals K, M; in lair F.
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: *Breathe fire*
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
Normal: III/90 + 3 per hit point
Elite: III/125 + 4 per hit point
Priest: IV/190 + 4 per hit point
Overlord: IV/165 + 5 per hit point



These distant relatives of the lizard men live in sun-baked rocky hills, volcanic regions or any other locale which tends to be hot, dry and sometimes sulphurous, whether above or below ground. They are sometimes known as salamen.

Firenewt warriors (the most common variety) are typically armoured in chainmail and carry normal weapons — pike and sword (45%), sword only (25%), pike and hand-axe (20%) or battle-axe (10%).

For every ten warriors encountered there will be one elite warrior with 3+3 hit dice and of AC3 (chain plus dexterity bonus). For every 30 encountered there will, in addition to three elite warriors, be one 'priest' with 3+3 hit dice, AC5 and the following druidic powers, each usable once per day: *animal friendship*, *faerie fire*, *predict weather*, *produce flame*, *heat metal* and *pyrotechnics*. Elite warriors always carry battle-axes, while priests use a mace in melee.

33% of all firenewts encountered above ground (90% of elite warriors, all priests) will be mounted on giant striders; these beasts are trained by the priests and are highly skilled in melee even if the firenewt 'master' dismounts.

All firenewts have a limited breath weapon. Once per turn they can breathe fire on a foe immediately in front of them and within a 5' range for 1–6 points of damage (a successful saving throw indicates half damage).

Firenewts have high resistance to fire-based attacks, saving with a bonus of +3. Additionally, all fire-based attacks which affect them are reduced by 1 hit point of damage per attack die. Conversely, firenewts save at –3 against cold attacks and damage inflicted on them by these attacks is increased by 1 hit point per attack die.

Firenewts are cruel marauders — if firenewts are encountered they will usually be the members of a hunting party. They delight in torturing and roasting victims alive before feasting on them.

In a firenewt lair there will be an additional 70% females and 150% young as well as a secret, closely-guarded hatching ground containing 200% eggs. The hatching ground will be under the priests' control and will be guarded by 1–3 young fire lizards (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Lizard, Fire**). The lair will be ruled by an overlord firenewt of 4+4 hit dice and AC3 who will have a close retinue of four elite warriors.

Description: A typical firenewt is a mottled sepia colour, darkest along the spine and fading to near-white on the belly. The smooth flesh and features are eel-like, though the flesh is dry. The eyes are deep crimson. Females are slightly shorter than males (about 5½' tall) and are a duller brown. The young are light in colour, darkening progressively as they approach maturity.



FIRETOAD

FREQUENCY: *Rare*
NO. APPEARING: 1-6
ARMOUR CLASS: 10
MOVE: 6"
HIT DICE: 4+1
% IN LAIR: 20%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *Variable*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
 IV/165 +5 per hit point



A large red toad about 4' high and covered with warty purple excrescences, this beast shuns water and inhabits dry regions above and below ground. Throwing liquid — even ordinary water — at it will cause it to retreat, though in doing so it will concentrate two *fireball* attacks, in the single melee round of its retreat, on the person performing this act.

The firetoad has the power of breathing small *fireballs* with a range of 30' and a blast radius of 5' at will. This is its only mode of attack, the *fireball* doing damage equivalent to the number of hit points the firetoad has remaining. A normal saving throw is permitted against this attack, success indicating half damage.

The firetoad will rarely (20% chance) attack unless threatened, molested or in defence of its treasure.

FIRE SNAKE

FREQUENCY: *Uncommon*
NO. APPEARING: 1-6
ARMOUR CLASS: 6
MOVE: 4"
HIT DICE: 2
% IN LAIR: 100%
TREASURE TYPE: Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL/ATTACKS: *Paralysis*
SPECIAL DEFENCES:
Immune to fire
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: S(2'-3' long)
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
 III/73 + 2 per hit point



Fire snakes — coloured in shades from blood-red to orange — are always found in fires. Some large permanent fires will contain 1-6 of these creatures, though in smaller, semi-permanent fires such as fire-pits and oil bowls there may be one snake. Beneath the snakes will be the gems they accumulate.

Since their colour matches well with their surroundings they strike with a 60% chance of gaining surprise. Their bite inflicts 1-4 hit points of damage and injects a mild venom which causes paralysis of the victim for 2-8 turns unless the victim makes a saving throw against poison.

It is conjectured that fire snakes are larval salamanders.

FLY, GIANT

FREQUENCY:
NO. APPEARING:
ARMOR CLASS:
MOVE:
HIT DICE:
% IN LAIR:
TREASURE TYPE:
NO. OF ATTACKS:
DAMAGE/ATTACK:
SPECIAL ATTACKS:
SPECIAL DEFENSES:
MAGIC RESISTANCE:
INTELLIGENCE:
ALIGNMENT:
SIZE:
PSIONIC ABILITY:
 Attack/Defense Modes:
LEVEL/X.P. VALUE:

Bluebottle	Horsefly
Rare	Very rare
1-10	1-4
6	5
9"/30" (MC:D)	6"/27" (MC:D)
3	6
Nil	Nil
Nil	Nil
1	1
1-8	2-16
See below	See below
Jump	Jump
Standard	Standard
Non-	Non-
Neutral	Neutral
M	L
Nil	Nil
Nil/nil	Nil/nil
II/35 + 3/hp	IV/150 + 6/hp

All giant flies shun fire. A hit with a torch will burn their wings off and they seem to know this instinctively. Aggressively defensive prey will cause giant flies to jump away. A jump is a backward spring of 3" which takes place in 1 segment and allows the giant fly to be airborne at 1" height at the end of the movement. Thus, a giant fly can land on or near a victim, bite, and jump away if it has initiative. Of course, opponents able to attack the giant fly at a distance can always do so.

Bluebottle: This species of giant fly seldom attacks living prey, preferring carrion, offal, and the like. They are attracted to sweet things. They also attack creatures covered with blood or with open wounds. Their bite is 10% likely (per hit) to inflict the victim with some form of disease.

FLAIL SNAIL

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOUR CLASS: 4

MOVE: 3"

HIT DICE: 4-6

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 per tentacle

DAMAGE/ATTACK: 1-8 per tentacle

SPECIAL ATTACKS: Nil

SPECIAL DEFENCES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defence Modes: Nil

LEVEL/X.P. VALUE:

4HD: III/150 + 4 per hit point

5HD: IV/205 + 5 per hit point

6HD: V/350 + 6 per hit point



This silicon-based mollusc averages 8' high at the crown of its shell and keeps its club-tentacles (of which it has 4-6) in constant motion, flailing everything in its path. In combat each tentacle has its own hit points and when 'dead' ceases to attack. After all the tentacles have been killed the beast withdraws its head and the rest of its body into its shell; it will die in 1-3 turns, during which time it utters pitiful, wailing cries which have a 50% chance per turn of attracting a wandering monster. The creature's body also has hit points, but it is so adept at withdrawing it into the shell at high speed that it can be regarded as AC -8; any hit on the body will, however, kill the creature outright even if some tentacles survive.

In melee each of the tentacles will strike for 1-8 hit points of damage. Each tentacle represents 1HD of the creature, so a snail with 5 tentacles has 5 hit dice.

The flail snail is immune to fire (normal or magical) and poison, but is hypersensitive to bright illumination and hence is always encountered at night or underground.

The highly-coloured shell affords the flail snail partial protection against magic, acting as a type of *robe of scintillating colours*. Whenever it is attacked by magic the effects are variable - 40% chance of the spell malfunctioning, 30% chance of it functioning normally, 20% of it failing to work at all and 10% chance of it being reflected onto the person casting it. If a spell malfunctions its effects will alter (at the total discretion of the referee, who will not permit more than minor alteration) and the altered effect will be deviated from the snail to the nearest person or creature.

The shell weighs 250 pounds (2,500 gold pieces weight) and retains its magical properties for 1-6 months after its occupant's death. It can be sold for as much as 5,000 gold pieces.

FLIGHTLESS BIRD

FREQUENCY: *Common*

NO. APPEARING: 2-20

ARMOUR CLASS: 7

MOVE: 18"

HIT DICE: 1-3

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 or 1, *See below*

DAMAGE/ATTACK: 1-4 or 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENCES: Nil

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Animal*

ALIGNMENT: *Neutral*

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defence Modes: Nil

These large avian creatures are typified by the ostrich, emu, and rhea. They live in warm climates in open grasslands. The ostrich-sized have 3 hit dice, emu-like birds have 2, and rhea-sized types 1 hit die. All flightless birds are non-aggressive and run from danger. If cornered they can peck (1-4 hit points) or kick (2-8 hit points).

FLIND

FREQUENCY: *Rare*

NO. APPEARING: 2-24

ARMOUR CLASS: 5

MOVE: 12"

HIT DICE: 2+3

% IN LAIR: 20%

TREASURE TYPE: A

NO. OF ATTACKS: 1

DAMAGE/ATTACK:

1-6 or 1-4 - *see below*

SPECIAL ATTACKS:

Disarming - see below

SPECIAL DEFENCES: Nil

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful evil*

SIZE: M(6½' + tall)

PSIONIC ABILITY: Nil

Attack/Defence Modes: Nil

LEVEL/X.P. VALUE:

Normal: II/35 + 3 per hit point

Leader: III/60 + 4 per hit point



Relatives of the gnolls, these beasts are powerful humanoids 6½' tall which always attack at +1 hit probability due to their strength. Most of their characteristics and behaviour patterns are similar to those of gnolls which regard flinds as higher beings (the charisma of a flind is at least 16 in the eyes of a gnoll). A large group of gnolls will sometimes be led by one or several flinds. (For details of gnolls, see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**).

The normal flind usually attacks with a club which delivers 1-6 hit points of damage. 25% of a group encountered will instead carry chain-linked iron bars which they use in attack, moving so swiftly with these devices that they gain two attacks per round. If either attack hits, the victim will receive 1-4 hit points of damage and in addition must save (as against wands) or his weapon will have become entangled with the chains and he is disarmed.

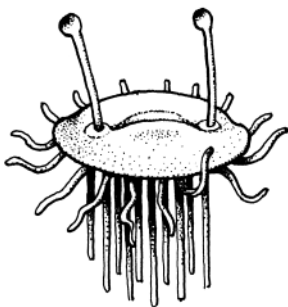
This disarming device - the flindbar - can be used by any character with both strength and dexterity of 13 or better, providing he practices with it and selects it as a weapon of proficiency.

Leader-types (one for every 15 flinds encountered) are 3+3 hit dice, have 17 strength and high intelligence, with 18 charisma so far as gnolls are concerned. Leaders all use the flindbars in melee.

Flinds speak the same tongues as do gnolls and are on friendly terms with orcs, hobgoblins, bugbears and ogres. However, they dislike trolls and will not co-operate with them.

FLUMPH

FREQUENCY: *Rare*
NO. APPEARING: 2–16
ARMOUR CLASS:
Upper surface 0;
underside 8
MOVE: 6"
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 1–8 plus 1–4 (acid)
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful good*
SIZE: S (2' diameter)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 11/36 + 2 per hit point



These strange creatures are saucer shaped and pure white in colour. The mouth is at the centre of the upper surface which is AC0; either side of the mouth is a 4" long eyestalk. The underside is AC8 and carries a mass of small spikes and numerous small tentacles.

The flumph 'flies' by sucking air into its mouth and expelling it through its underside. Normally it floats about 4" above the ground but can fly up to 10', particularly for attack purposes. It is manoeuvrability class D.

Normally the flumph repels an attack with a squirt of foul-smelling liquid; this can strike anyone within a 60° arc up to a range of 20' — any victim who fails his saving throw (versus poison) will flee in disgust. The liquid is squirted through an aperture on the creature's 'equator' — the horizontal line of maximum diameter. For 1–4 hours afterwards, a victim struck by this liquid will be shunned by his companions who will not be able to tolerate his presence within 100' until the effects wear off.

If this method of repulsion fails the flumph will rise above its target and drop vertically on its chosen victim. The spikes collectively inflict 1–8 hit points of damage and the tentacles fill the wounds with an acid which does an additional 1–4 hit points of damage, the latter damage recurring for the next 2–8 rounds unless magical means are used to negate the acid (alchemists have so far failed to create an effective antidote).

A flumph is helpless if turned over.

The creature can communicate in the lawful alignment tongues, though its vocabulary is severely limited.

FOO CREATURES

	Dog	Lion
FREQUENCY:	Rare	Very rare
NO. APPEARING:	2–8	1–4
ARMOR CLASS:	0	-1
MOVE:	27"	21"
HIT DICE:	7+7	11+11
% IN LAIR:	0	0
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/1-12	2-8/2-8/2-16
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	45%	55%
INTELLIGENCE:	Very	Exceptional
ALIGNMENT:	Chaotic good	Chaotic good
SIZE:	M	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	VII/1200 + 12/hp	VII/2850 + 16/hp

Foo creatures are found in separate areas of the Prime Material Plane, as well as in some of the Upper Outer Planes. They can become ethereal and travel astrally or ethereally. Attack is by 2 clawing rakes with the forepaws and then a bite. When engaged in combat with Evil opponents, foo creatures attack as if dogs were 10 and lions were 15 hit dice creatures. If the opponents are lawful evil, especially devils, they gain +1 per attack, both to hit and to damage. All foo creatures can become invisible at will. Their barking roar alerts humans to danger and threatens evil creatures, for the sound is 20% likely to bring 1–6 additional foo dogs or 1–2 foo lions if it continues for 7 or more rounds. The newcomers will appear from the Astral Plane in 1–10 rounds. Foo creatures can travel the Astral Plane and often do so. Evil opponents attack foo creatures at -1 on both to-hit dice and damage dice.



Foo creatures can sometimes be convinced to serve and guard humans of the very Good sort. They will not stay for extended periods in any case. They have their own language and can understand human speech if familiar with the tongue.

Foo creatures have large, blunt heads with wide-set, bulging eyes and huge mouths with large fangs. Their bodies appear rather leonine, with bush-tipped tails. Dogs have short tails, lions long ones. The hind legs are quite canine, while the forelegs are more lion-like. Coloration runs from golden-toned to black. Odd foo creatures range from white to almost any other color. Foo lions have manes and larger mouths than foo dogs.

FORESTER'S BANE (Snapper-saw)

FREQUENCY: Very rare
NO. APPEARING: 1–2 (1d4/2)
ARMOR CLASS: 4 (stalks)/
 7 (leaves)/9 (bush proper)
MOVE: Nil
HIT DICE: 5 (plus special)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3–6
DAMAGE/ATTACK: 2–5 each
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/165 + 5/hp

The forester's bane, or snapper-saw plant, is a low-growing shrub. Broad, tough leaves with sinewy ribs radiate 5–7 feet from the central plant. The bushy center hides 3–6 stalks with saw-toothed edges. When a creature steps on or near the leaves, the leaves snap shut around it, holding it fast. The jagged stalks then saw away at the prey.

Trapping is automatic and subjects the victim to 3–6 attacks that round. On successive rounds there is a 5% chance per 1 point of strength that a victim can pull away and escape further attacks. In addition to the damage which the main plant can withstand, leaves can withstand 9–16 points of damage and stalks 17–24. Lost leaves and stalk will grow back in 2–8 weeks unless the central plant is slain.

The forester's bane is green to dark green. Stalks are purple. The bushy central plant grows luscious-smelling berries of white, greenish, golden, or bright yellow color. They are large, plump, and delicious, being very nutritious and rich in protein.

FORLARREN

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOUR CLASS: 2

MOVE: 9"

HIT DICE: 3

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS:

Heat metal — see below

SPECIAL DEFENCES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Semi-*

ALIGNMENT: *Neutral evil*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defence Modes: *Nil*

LEVEL/X.P. VALUE: *III/90 + 3 per hit point*



These creatures are descendents of the offspring of a good nymph and the greater devil who enslaved her. They wander alone, seeking vengeance on good and evil alike, as they detest their own existence in a limbo. They attack characters on sight, using their fists as cudgels for 1-4 points of damage each fist.

The forlarren also has the ability to *heat metal* once a day by contact and will use this mode of attack on the first opponent wearing metal armour they encounter in melee. All armour classes are treated as AC10 for the purpose of this attack. If the heating of the metal succeeds (i.e. if a 'hit' is scored) the victim will take 3-18 hit points of damage each round contact is maintained if wearing plate mail, 2-16 hit points of damage per round if wearing lighter types of metal armour (the latter category including all types of magical metal armour). Once contact has been made it will be maintained until the forlarren or its victim is dead. A successful saving throw (versus dragon breath) will halve the damage.

As soon as it has killed one character the ambivalent nature of the forlarren is revealed. It will show great remorse and will offer any survivors its services and powers (the blood of its ancestral mother still runs through its veins). After a time the dominant evil part of the forlarren resumes control and it will leave the party it is aiding. From that time on, the forlarren will again attack on sight, including the party it earlier befriended if it encounters that party again.

The period of friendship is variable and cannot be forecast with accuracy. As an approximation the referee may select 1-6 days, though there is a 10% chance of the period being shorter (13-24 hours) or longer (7-10 days).

The creature can speak a rudimentary form of the common tongue.

FROG, Giant

	<i>Frog, Giant</i>	<i>Killer</i>	<i>Poisonous</i>
FREQUENCY:	<i>Uncommon</i>	<i>Very rare</i>	<i>Rare</i>
NO. APPEARING:	5-40	3-18	2-12
ARMOR CLASS:	7	8	8
MOVE:	3"/9"	6"/12"	3"/9"
HIT DICE:	1-3	1 + 4	1
% IN LAIR:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	1	3	1
DAMAGE/ATTACK:	1-3/1-6/2-8	1-2/1-2/2-5	1
SPECIAL ATTACKS:	<i>See below</i>	<i>See below</i>	<i>See below</i>
SPECIAL DEFENSES:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Non-</i>	<i>Non-</i>	<i>Non-</i>
ALIGNMENT:	<i>Neutral</i>	<i>Neutral</i>	<i>Neutral</i>
SIZE:	S to M 6'	S	S
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Attack/Defense Modes:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>



Giant frogs are found in marshes, swamps, large ponds, river banks, and lake shores. The smallest are only about 2' long (body), medium-sized frogs (2 hit dice) are about 4' long, and the largest are some 6' long. Because of their coloration they surprise on a 1-4. These creatures can leap up to 18" to attack. A giant frog has a tongue which is equal to three times its body length. This sticky member strikes at +4 to hit but does no damage. The tongue is used to draw prey to the frog's mouth. Any creature hit by the tongue gets the opportunity to hit it, and if it does, the frog will withdraw it and not use it against the creature again. If the tongue is not struck, the creature contacted by this member is drawn to the frog next turn and automatically takes maximum damage.

Exception: Creatures weighing more than the frog have a second opportunity to strike the tongue and will not be dragged to the frog's mouth until the third melee round. Furthermore, creatures weighing more than twice the weight of the frog will not be dragged at all, and the frog will release its hold on the third melee round.

Frogs weigh from 50 to 250 pounds, (figure 50 pounds additional weight for every foot of body length over 2'). For each 50 pounds of weight over 50, subtract 2" from leaping distance maximum (18"). A giant frog can jump to a maximum of 30' high, regardless of weight. The direction of a jump can be up to 45° to either side of their direct facing.

Giant frogs eat large insects, birds, rats, or just about any other creature small enough to swallow. A giant frog can swallow a small human, elf, halfling, etc. This is indicated by a score of 20. If a giant frog swallows an opponent whole, there is a chance for it to cut its way out if it has a sharp edged weapon and can score an 18 or better (this also kills the frog). The victim has three chances to so escape. Hits upon a giant frog with whole prey inside have a one-third probability of hitting the creature inside, thus inflicting whatever damage scored on the giant frog on that creature also. They aggressively hunt, but fear such predators as giant fish, giant turtles, giant snakes, etc. If severely wounded they will retreat. They fear fire.

Killer Frog: These smallish giant frogs employ talons and teeth in attack. They are man-eating, specially bred mutants. Only their cannibalistic habits keep them from becoming common and thus a real threat.

Poisonous Frog: This is a rare variety of the normal frog. It secretes a poison from its skin, so that its touch as well as its bite can prove fatal. However, as the poison is weak, all creatures gain a +4 on their saving throws.

FROGHEMOTH

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2 (tentacles)
 /4 (body)/6 (tongue)
MOVE: 2"/8"
 (4" in normal swamp)
HIT DICE: 16 (see below)
% IN LAIR: 40%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 4
DAMAGE/ATTACK: 5d10 or
 5-8 (+4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (18' long, 10' wide)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IX/8100 + 20/hp



Huge and weird, froghemoths are found only where there are large swamps or relatively shallow (100 feet or less) bodies of fresh water containing large life forms that serve as prey. Froghemoths are solitary except during spring mating season. In late spring, females lay only 10-100 eggs of about 1 foot in diameter. These eggs are left in shallow water, and when the tadhemoths hatch, about 90% are eaten by their earlier-hatching fellows or by other predators. The few survivors search for deeper waters to grow in for a period of 3 years to adulthood. Survival rate is about 1-4%. The tentacles of a froghemoth are very strong and covered with a thick, leathery hide. Each of the 4 is about 15 feet or more in length. The body of the monster is only slightly less well-protected than its tentacles, and while 1 of those members requires from 19-22 hit points to sever or disable, the creature's body can withstand a full 16 hit dice of damage (16-128 points) before the creature is actually slain. Injured members heal or regenerate in 2-5 weeks. The tongue is the most vulnerable attack appendage, taking only 12-16 hit points to sever.

Movement in water is fairly rapid, the webbed rear feet kicking to thrust the monster forward. In marsh or swamp, a froghemoth moves by lying on its belly and sliding along, propelled by rear legs and tentacles. On dry land, movement is by short, vaulting hops, the tentacles thrust well ahead, the legs lifting the body forward and up.

The only treasure a froghemoth might have is that dropped by hapless victims. Most prey is slain and devoured away from the monster's lair, which is usually a submerged collection of trees and debris. Normal hunting/attack modes are from ambush. The monster will float with its body submerged, retractable eye-stalk thrust up to its full 3-foot height to just break water, nostril stalks likewise, and the 4 tentacles thrust

ahead, possibly near shore, to seize unwary victims. Another ambush mode is for the monster to crouch amid shielding vegetation, and, when prey comes within range, it thrusts its head forward and lashes out with its 10-foot long, barbed tongue (18/50 strength) and captures the prey. The tongue retracts instantly, dragging the victim to the toothy maw to be swallowed whole on a score of 19 or 20 (14-20 if size S); otherwise, damage will be 5-50 hit points from biting/chewing.

Creatures swallowed whole suffer an immediate 4-16 points of damage from digestive juices. They can attack the stomach of the monster only with dagger or similar short, stabbing weapons, excluding short swords. Each successive round inside the stomach inflicts another 4-16 points of damage. The victim is unconscious after 2 rounds. When hit points equal -10 or less, the victim is digested and totally gone. Resurrection of any sort is not then possible. If a victim seized by tongue attack is not surprised (1 or 2), the 1d6 result (3, 4, 5, or 6) is compared to a 1d8 result (1-8) rolled for the speed and accuracy of the froghemoth. If the victim's score equals or exceeds the froghemoth's, it can attempt to grab some stationary object and resist being drawn to the monster's mouth. If such an object is within reach, a successful grabbing and holding will result. Unless the prey's strength exceeds 18/50, it must compare its 1d6 score to the froghemoth's 1d8 score each round after being seized. Any result which is less than the 1d8 score indicates the victim's hold is broken, and it will be bitten or swallowed instantly. The tongue held creature cannot attack the tongue, but associates can attack it. Meanwhile, the monster will use its tentacles to damage the resisting prey and any creatures assisting it. If a froghemoth's tongue is severed, it will attack for 2-5 rounds with its tentacles, doing double damage (10-16 hp) with each. If it is still opposed by active opponents thereafter, it will retire to submerge and heal itself.

Normal fire will not harm a froghemoth, but very large fires or very hot ones will cause half-normal damage and drive the monster back for 1 round. *Burning hands* will not drive a froghemoth back unless 10 or more points of damage are so inflicted, but a *fireball*, *flame strike*, etc., will. Electrical attacks do only 1 point per die of damage and slow the creature to one-half normal movement and attacks for 1 round. Other forms of attack result in normal damage.

A froghemoth has a yellow underbelly; undersides of the rear legs and tentacles are a pale yellowish color. Sides are light green and back and upper legs and tentacles are mottled green. The ocular appendage is yellow-green, as are its 2 nostril stalks. Eyeballs are amber with a greenish tinge, and the slit, vertical pupils are bright green edged with orange.

Tadhemoth Stage: The immature froghemoth grows about 1 foot per month for 6 months, then slows by 60% until maturity. The early form has 4 fins in the pectoral area and 2 in the rear. The creature is fish-like and has a vicious bite (2-8 hit points). After 6 months, the pectoral growths begin lengthening into tentacles, while no discernable change occurs in the rear members until the last month or two of its tadhemoth stage, when these appendages lengthen into thick, bowed legs with webbed toes. After initial growth, the creature's mouth enlarges considerably and its damage score is from 3-24, 4-32, or 5-40, depending on size. A tadhemoth is wholly aquatic and has gills. It swims at a rate of 16".



FROST MAN

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOUR CLASS: 5

MOVE: 12"

HIT DICE: 4

% IN LAIR: 20%

TREASURE TYPE: C

NO. OF ATTACKS: 1

DAMAGE/ATTACK:

By weapon type

SPECIAL ATTACKS: *Ice blast*

SPECIAL DEFENCES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful evil*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: III/125 + 4 per hit point



Because of the deadly talent of these creatures, native tribes are greatly fearful of them and call them 'ice demons', though frost men are in most respects very like normal humans and can have the abilities of fighters, clerics, thieves or even magic-users. They will carry weapons appropriate to their class.

Frost men also have the power, three times per day, of radiating a freezing cone of ice mist, 35' long and with 10' base diameter, from one eye (when not in use that eye is usually covered by a patch). The other eye is focusing so there is no reduction in hit probability due to monocular vision.

Any creature caught in the mist cone takes 3–18 hit points of damage (halved if a saving throw versus dragon breath is made).

To date, these creatures have only been encountered singly and the location of their lair, its type and their pattern of living are unknown. It is thought that there are villages of frost men, with females and children, buried in deep caves in mountains, mainly in cold regions. None have yet ventured to establish the veracity of these rumours.

Frost men appear like normal human males. However they radiate cold — readily discernable from as far away as 30' though not of sufficient power to inflict damage. They dress in loose animal skins and carry their personal treasure in leather sacks.

Based on the limited evidence available, the majority (75%) of frost men are of the fighter class. 15% are thieves, about 8% clerics and only 2% magic-users. Clerics and magic-users appear only to have developed spell-use to the second experience level in comparison with humans.

FUNGI, Violet

FREQUENCY: *Rare*

NO. APPEARING: 1-4

ARMOR CLASS: 7

MOVE: 1"

HIT DICE: 3

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1-4

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Non-*

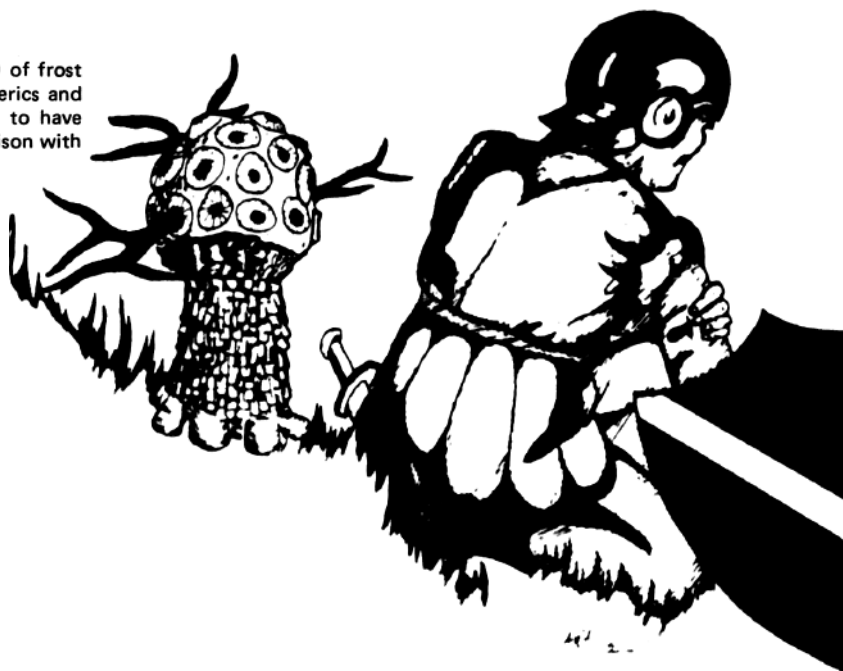
ALIGNMENT: *Neutral*

SIZE: *S to M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: Nil

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence. Violet fungi favors rotted animal matter to grow upon. Each fungus has 1 to 4 branches which it will flail out with if any animal comes within their 1' to 4' range. The excretion from these branches rots flesh in but one melee round unless a saving throw versus poison is made or a cure disease is used. The branch length of this growth depends upon size. Violet fungi range from 4' to 7' tall, the smallest having 1' branches, the 5' sort having 2' branches, etc. Any sized growth can have 1 to 4 branches.





GALEB DUHR

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: -2
MOVE: 6"
HIT DICE: 8-10
% IN LAIR: 15%
TREASURE TYPE: Q (x3), X
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16,
 3-18 or 4-24
SPECIAL ATTACKS: See below

SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (8'-12' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/2000 + 12/hp

The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow moving. They live in rocky or mountainous areas where they can feel the "earth power" and control the rocks around them. Galeb duhr can cast the following spells as 20th-level magic-users, once per round: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*.

They animate 1-2 boulders within 6" of them (AC 0; MV 3"; HD 9; DM 4d6) as a treant controls trees. Galeb duhrs take double damage from cold-based attacks and save at -4 against them. They are not harmed by lightning or normal fire, but take full damage from magical fire, saving at +4 against fire attacks.

GALLTRIT

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 3"/18"
HIT DICE: 2 hit points
% IN LAIR: 20%
TREASURE TYPE: 1-3 gems
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS:
*Blood drain; anti-coagulant;
 anaesthesia*
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
SIZE: S (½' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: II/32



The galltrit is a small (½' tall) winged gremlin with a nasty disposition. It is coloured a stone grey, which combined with its small size makes it difficult to detect — humans and most demi-humans detect them 1 chance in 8, elves 1 chance in 6.

A galltrit will be found in areas containing dung, carrion or offal. It will attack if disturbed (e.g. by noise) by flying onto a victim — preferably unnoticed — and biting for 1-2 hit points of damage, locking its teeth into the victim's skin. If the galltrit gains surprise prior to attacking, this initial attack will be at +3 hit probability. It is manoeuvrability class B for purposes of aerial combat.

The saliva of the galltrit has an anaesthetic effect, deadening the nerves and skin local to the bite for a full turn, during which the galltrit sucks blood at the rate of one hit point of damage per melee round. Every four melee rounds the anti-coagulant in the saliva reduces the victim's constitution by one point for as many days as the number of hit points drained (e.g. after 10 melee rounds the galltrit has drained 10 points of blood and the victim has lost two points of constitution which will be restored after 10 days).

A galltrit will rarely remain in contact with a victim for more than one full turn even if not noticed, and will try to flee as soon as its presence is detected (note that, if the creature is not noticed in its initial attack, it will not be noticed by the victim of that attack thereafter because of the anaesthesia; the victim will sense the loss of blood after a time and will feel his constitution waning, but only then will he be conscious enough of the effects of the attack to consider searching for the cause).

If a victim loses three constitution points (albeit temporarily) he will collapse and the galltrit's presence is almost certain to be revealed at that time. After collapse the victim will take two full turns to recover (and 12 days to regain the lost constitution).

GAMBADO

FREQUENCY: *Rare*
NO. APPEARING: 1–8
ARMOUR CLASS: 6
MOVE: *See below*
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: *P, R*
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1–8/1–4/1–4
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: *III/85 + 4*
per hit point



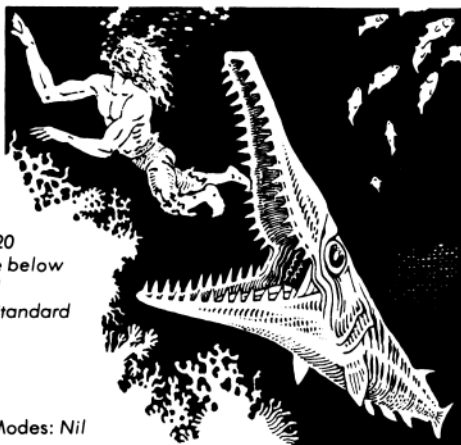
These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms ending in very sharp claws. Supported on the thin (but very strong) neck is the creature's head which is a skull — usually of an animal but sometimes of primitive man. The lower part of the creature's body consists of a cylinder of muscle and skin which can be compressed spring-style and released, below which are three long and thin single-toed feet. Its manner of locomotion — since it lacks legs as such — is a series of springs; if jumping vertically it can just reach a 14' high ceiling with its head, and when moving horizontally it has speed equivalent to a 12" movement rate.

A gambado's normal form of attack is to stand upright in its lair, which is a pit some 6' deep, with its head just at ground level. By shoring up the sides of the pit it can create a 'cover' of rock, wood, rags and old bones, so that to an approaching adventurer the pit is hidden and only the skull is seen, apparently simply lying on the ground. If a living creature comes within 2' of the edge of the pit. (i.e. within 4' or so of the skull-head) the creature will spring out and attack, in the first instance with bite only for 1–8 hit points of damage and thereafter with bite and its claws, each of which inflicts 1–4 hit points of damage. If melee is going against it, it will flee rather than fight to the death.

If a gambado kills a victim it will ignore all booty except coins, gems and small pieces of jewellery. These are taken into the pit and stored either on the pit floor or hidden in a cache-hole in the pit side, packed tightly with earth. Though essentially solitary creatures, a gambado will often dig its pit nearby those of others of its kind; in places where bones are common, as many as 8 of the creatures may be found to have dug pits quite close together, although they do not appear actually to communicate with each other.

GAR, Giant

FREQUENCY: *Rare*
NO. APPEARING: 1–6
ARMOR CLASS: 3
MOVE: 30"
HIT DICE: 8
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5–20
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L (21'–30' long)*
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Unlike their smaller relatives, giant gar tend to be aggressive hunters. They inhabit only large, deep lakes and rivers. They are capable of swallowing prey whole, and any hit of 20 indicates they have done so. Note that a small giant gar can swallow an elf or dwarf whole. If a creature is swallowed whole there is a 5% chance/melee round that it will

die. A creature so swallowed must have a sharp-edged weapon in hand to have any chance of cutting its way out. The swallowed creature must be able to inflict damage equal to 25% of the fish's total hit points to get free. Attacks which pierce the gar can hit the creature swallowed whole (assume 20% chance), and this will cause appropriate damage to both the gar and the creature swallowed.

GARBUG

	Black	Violet
FREQUENCY:	<i>Rare</i>	<i>Rare</i>
NO. APPEARING:	1–3	1–3
ARMOUR CLASS:	5	5
MOVE:	6"/9"	6"/9"
HIT DICE	2+2	3+1
% IN LAIR:	40%	40%
TREASURE TYPE:	C	C
NO. OF ATTACKS:	1 and 6	2 and 6
DAMAGE/ATTACK:	1–4 and special	1–6/1–6 and special
SPECIAL ATTACKS:	Paralysis	Paralysis
SPECIAL DEFENCES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L (9' long).	L (9' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defence Modes:	Nil	Nil
LEVEL/X.P. VALUE:	III/145 + 3 per hit point	IV/190 + 4 per hit point

Both types of garbug resemble wasp-bodied lobsters. They can fly in rather a cumbersome manner on flimsy wings but their more normal means of locomotion is on their six legs. They have six tentacles surrounding their mouths which flail at prey; each tentacle is 2' long and exudes a paralyzing secretion (save versus paralysis or it takes effect).

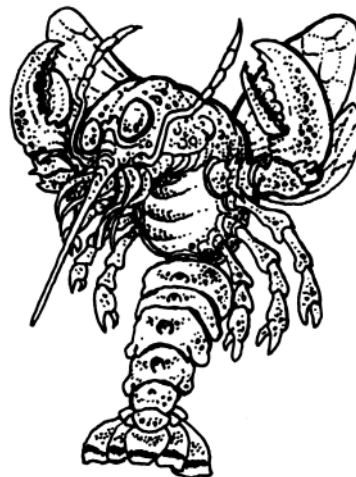
In melee each type of garbug will attack with its tentacles as well as its 'specialist' weapon. The tentacles only have the paralyzing effect — they do not inflict hit points of damage as such.

For purposes of aerial combat, both types of garbug are manoeuvrability class D.

Black Garbug: The black garbug is a uniform glossy black. It has, in addition to its tentacles, a proboscis which it uses to strike at a victim within a 5' range. If a hit is scored, the victim suffers 1–4 hit points of damage. The creature may deliver this attack at the same time as flailing with its tentacles.

Violet Garbug: The violet garbug differs from its black cousin in that it has no attacking proboscis. Instead — and in addition to the flailing attacks from its tentacles — it attacks with two large pincers, placed in a position similar to those of a lobster; each of these can inflict 1–6 hit points of damage.

The violet garbug is a uniform violet of striking hue except for its claws which are deep yellow.



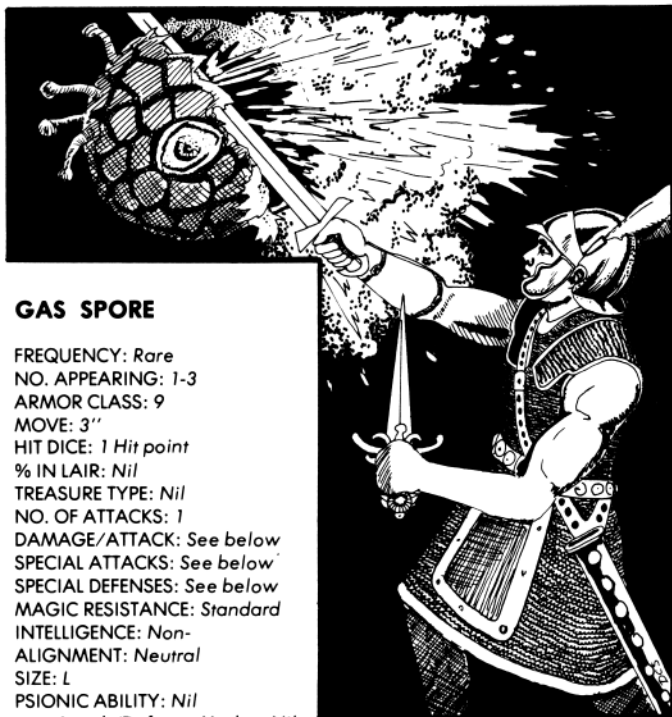
GARGOYLE

FREQUENCY: *Uncommon*
NO. APPEARING: 2-16
ARMOR CLASS: 5
MOVE: 9"/15"
HIT DICE: 4 + 4
% IN LAIR: 20%
TREASURE TYPE: *Individuals M*
 (X 10), C in lair
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-4
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: +1 or better
 weapon to hit
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



These monsters are ferocious predators of a magical nature. They are typically found amidst ruins or dwelling in underground caverns. They will attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless. Because they are fairly intelligent and evil they will sometimes serve an evil master of some sort.

Kopocanth: This creature is a marine variety of gargoyle which uses its wings to swim. They conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.



GAS SPORE

FREQUENCY: *Rare*
NO. APPEARING: 1-3
ARMOR CLASS: 9
MOVE: 3"
HIT DICE: 1 Hit point
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L*
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

At any distance greater than 10' a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature will be viewed as the eye tyrant, for a gas spore has a false central eye and rhizome growths atop it which strongly resemble the eye stalks of a beholder. If the spore is struck for even one point of damage it will explode, its gaseous contents react violently to air, and every creature within a 20' radius takes 6-36 hit points of damage (3-18 if saving throw versus wands is made). If a gas spore makes contact with exposed flesh the spore shoots tiny rhizomes into the living matter and grows throughout the victim's system in but one melee round. The gas spore dies immediately. The victim must get a cure disease within 24 hours or die, sprouting 2-8 gas spores.

GELATINOUS CUBE

FREQUENCY: *Uncommon*
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 6"
HIT DICE: 4
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: *Paralyzation,*
surprise on 1-3
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L (10' cube)*
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The gelatinous cube is one of the scavengers not uncommon in dungeons. Its cubic form is ideal for cleaning all living organisms, as well as carrion, from the floor and walls of underground passageways. Certain very large cubes are taller so as to be able to garner mosses and the like from ceilings as well.

Gelatinous cubes are nearly transparent and are difficult to see (thus surprise on 1-3). As these monsters travel about they sweep up metallic and other items which are "indigestible" to them. This includes treasure types J, K, L, M, N, Q as well as a potion, dagger, or similar items. Such material will remain in the body of a gelatinous cube for several weeks before being cast out (thus deposited somewhere on the floor).

If a gelatinous cube touches (hits) an opponent, a saving throw versus paralyzation must be made, or the creature touched is anesthetized for 5-20 melee rounds. The cube then surrounds the victim, secretes digestive fluids, and digests a meal. Damage caused to opponents is due to the digestive secretions.

Gelatinous cubes can be hit by all forms of weapons, and attacks by fire have normal effects. Cold will have no effect on these monsters unless they fail their saving throw, in which case they are slowed 50% and do only 1-4 hit points of damage. Electricity, fear, holds, paralyzation, polymorph, and sleep based attacks have no effect on gelatinous cubes.

GIANT

Giants are huge humanoids. There are six major races of giants, each race having some similarities and many differences from the others. Common characteristics will be given here, while the unique features of each race will be detailed under the heading appropriate to each.

All giants are very strong, with strengths ranging from 19 to 25 as compared with humans. Because of this strength, they are able to pick up rocks and hurl them as if the missile were shot from a catapult, but without the minimum range restrictions of the device.

Most giants are cave dwellers. Whenever they leave their lair giants of all sorts will always have a huge sack with them. Giant's bags contain various odds and ends of things precious only to the giant: a large rock or two, and from 1,000 to 6,000 coins of some type — usually gold.

Although giants are often stupid, they are usually cunning, too. They can sometimes be tricked and will be likely to bargain if approached from a position of strength. It is not unusual for giants to agree to share in an undertaking with a group of creatures of similar alignment to that of the giant, for these huge monsters are eager for treasure.

Young giants will have hit points and do damage according to the percentage of a normal adult male indicated by the dice roll.

Each race of giants speaks its own particular dialect which is unintelligible to other races. They also speak their appropriate alignment tongue.

Giants are huge humanoids. In addition to the six major races of giants (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Giant**), there are at least these two sub-races. Common characteristics are given here, while the unique features of each sub-race is detailed under the heading appropriate to each.

All giants are very strong, with strengths ranging from 21 to 30 as compared with humans. Because of this strength, they are able to pick up rocks and hurl them as if the missile were shot from a catapult, but without the minimum range restriction of the device.

Whenever they leave their lair, giants of all sorts will always have a huge sack with them. Giant's bags contain various odds and ends of things precious only to the giant: a large rock or two, and from 1,000 to 6,000 coins of some type — usually gold.

Although giants are often stupid, they are usually cunning, too. They can sometimes be tricked and will be likely to bargain if approached from a position of strength. It is not unusual for giants to agree to share in an undertaking with a group of creatures of similar alignment to that of the giant, for these huge monsters are eager for treasure.

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Cloud Giant

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 2
MOVE: 15"
HIT DICE: 12 + 2-7
% IN LAIR: 40%
TREASURE TYPE: E, Q (×5)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-36
SPECIAL ATTACKS: Hurling rocks for 2-24 hit points
SPECIAL DEFENSES: Surprised only on 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to very
ALIGNMENT: Neutral (good 50%, evil 50%)
SIZE: L (18' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Unlike the commoner sorts of giants, cloud giants usually reside in crude castles built atop mountains or on magical cloud islands. When found in their lair it is 60% likely that cloud giants will have 1-4 spotted lions as pets/guards. If more than 1 cloud giant is encountered in their lair it is 75% likely that the second will be a giantess (treat as firegiant for hit dice and damage/attack) and the others young giants (roll percentile dice to determine state of maturity). If 6 giants are thus encountered, one of the young will be a full-grown male, one a full-grown female, and the other two sub-adults of either sex (1-3 male, 4-6 female).

Adult cloud giants can hurl rocks from 1" to 24" distance, inflicting from 2-24 hit points of damage when they hit. They have a 60% chance of catching like missiles. All cloud giants have a keen sense of smell, thus they are surprised only on a roll of 1 on a 6-sided die. 10% of cloud giants are very intelligent. These will be the ones found dwelling on cloud islands. All such cloud giants are able to *levitate* themselves and additional weight of up to 20,000 gold pieces twice per day.

There is a 50% chance that evil cloud giants will have 1-3 captives as slaves in their lair.

Description: Cloud giants have pale blue white to light blue skin, silver white or brass colored hair, and wear various items of clothing and jewelry. They are armed with great clubs.

Firbolg

FREQUENCY: Very rare
NO. APPEARING: 1-4 or 4-16
ARMOR CLASS: 2
MOVE: 15"
HIT DICE: 13+2-7
% IN LAIR: 45%
TREASURE TYPE: Individuals M (×10), Q; in lair E,Y
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type 10 (strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 15%
INTELLIGENCE: Average to genius
ALIGNMENT: Neutral (chaotic good)
SIZE: L (10-1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VIII/3650 + 18/hp



Of the minor races of giantkind, the firbolg is the most powerful. They are cautious, crafty, and have considerable magical power. They have learned to distrust (and fear) humans, and will be found only in remote and wild places. Ninety percent of encounters will be with small groups of firbolgs or a lone wanderer. Ten percent of the time, however, the meeting will be with an enclave of several groups meeting for some purpose. Firbolgs prefer 2-handed swords and great halberds as weapons. All firbolg weapons are very large, so they use their preferred human-made weapons with just one hand and their own with 1 or 2 hands. Their double sized clubs, axes, spears, etc., inflict double normal weapon damage when used with both hands.

Firbolgs with 1 hand free are able to bat away missiles such as arrows, bolts, bullets, darts, and stones or catch such projectiles as javelins, spears, and boulders. They can do this twice per round, succeeding on a 6 or better on 1d20 (75% chance).

In addition to magic resistance, each firbolg has (by hit dice regardless of age) innate spell-like powers usable at will, 1 per round, when not otherwise engaged in melee combat. These powers are: *detect magic*, *diminution* as potion (double effect and double maximum duration), *fools gold*, *forget*, and *alter self*. Each is usable once per day.

There is a 5% chance per firbolg encountered that 1 in the group will be a shaman type. However, in addition to the standard shaman spells, Firbolg shamans are able to use 2 1st-level illusionist spells per level, determined randomly. At 6th and 7th levels, firbolg shaman gain 2nd-level illusionist spells, likewise determined randomly. Thus, a 7th level shaman will have 10 1st-level and 4 2nd-level illusionist spells in addition to all other spells and spell-like powers.

These human-looking giants will not always greet strangers with open arms, but usually firbolgs will not try to kill them (unless given provocation, of course). They do, however, enjoy appearing as little people and duping humans out of their treasure.

Fire Giant

FREQUENCY: *Uncommon*
NO. APPEARING: 1-8
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 11 + 2-5
% IN LAIR: 35%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-30
SPECIAL ATTACKS: *Hurling rocks*
for 2-20 hit points
SPECIAL DEFENSES: *Impervious to*
fire
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to low*
ALIGNMENT: *Lawful evil*
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Fire giants are as often found in castles as in caverns. If found in their lair it is 25% likely that they will have 1-4 hell hounds of the largest size as watch dogs. If more than 4 fire giants are encountered in their lair the additional ones will be females (corresponding to frost giants for hit dice and damage/attack), except that if 7 or 8 are encountered the last one or two will be young (roll percentile dice for size).

Adult fire giants are able to hurl rocks from 1" to 20" distances, inflicting 2-20 hit points of damage. They can catch like missiles 50% of the time. Fire giants are impervious to fire, even red dragon breath.

Description: Fire giants are very broad (about 6' at the shoulders), looking almost like dwarves. Their skins are coal black, hair is flaming red or bright orange, and eyes are deep red. Their teeth are usually yellow orange. They wear armor or dragon hides. They favor huge swords.

Fog Giant

FREQUENCY: *Very rare*
NO. APPEARING: 1-4
(rarely 1-6)
ARMOUR CLASS: 1
MOVE: 15"
HIT DICE: 14
% IN LAIR: 50%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS:
Hurling rocks for 2-20
points of damage
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral (good 50%*
evil 50%)
SIZE: L (18' tall)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
VIII/3,950 + 18 per hit point



Fog giants are cousins to the cloud giants and if on very rare occasions as many as six fog giants are encountered, they will always be accompanied by a cloud giant.

Fog giants have very keen hearing and a highly-developed sense of smell. For these reasons, they are surprised only on a 1 (d6). They also have the ability to blend into fog, thus gaining surprise on their opponents (80% chance). They inhabit foggy areas such as marshes, swamps, dense forests and places near the sea coast.

Fog giants have milk-white skin, silvery white hair and black, penetrating eyes. They love massive ornate swords and prefer armour made from white dragon hides studded with silver. In melee they fight either with the swords they love or with their fists, in either case inflicting 4-24 hit points of damage on their victim. Their armour, if worn, has no effect on their AC which is always treated as 1.

Adult fog giants, like their cloud giant cousins, can hurl rocks from 1" to 24" distance, inflicting 2-20 hit points of damage if they hit. They have a 45% chance of catching similar missiles.

Fog giants speak their alignment language and their own particular dialect of the giant language, unintelligible to all other giants except cloud giants.

Fomorian Giant

FREQUENCY: *Uncommon*
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 13 + 1-3
% IN LAIR: 45%
TREASURE TYPE: D, Q (x 10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-32
SPECIAL ATTACK: Nil
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral evil*
SIZE: (13 1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/2750 + 18/hp



Fomorians are the most hideous, deformed, and wicked of all giantkind. They tend to be solitary, dwelling in forlorn places such as mountain caves or abandoned mines. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective armor class of 3. Although these deformed monsters move but slowly for their size, they can do so with considerable stealth, and they have +1 to +3 on surprise depending upon the terrain.

If encountered in the lair, there is a 25% chance that there will be 1-2 females for every male. There will also be 1-3 young per female. Female fomorians are equal to males, but they get no bonus points to their hit dice. Young fomorians get the following:

Size	Hit Dice	Damage
Small (1)	7d4	2-8
Half-grown (2-3)	13d4	4-16
Near-adult (4-6)	13d6	4-24

Although their deformities prevent them from hurling rocks, these same handicaps aid them so that fomorian giants can never be surprised under normal circumstances. Oddly placed eyes, huge ears, and/or large noses enable them to detect any normal approach.

Weapons used range from huge clubs to chains with heavy metal balls attached. The strongest will sometimes have crude shields and better armor, so armor class 2 or even 1 is possible.

A fomorian will have terrible deformities, such as one arm misplaced; huge feet on short legs; eyes on the side like a fish's or one in the back of the head; a hump on the back; a pointed, long head; flapping ears; a gaping or tiny mouth; a huge nose or snout; and so on. They have scattered patches of hair as tough as wire.

Frost Giant

FREQUENCY: *Rare*
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 10 + 1-4
% IN LAIR: 30%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: *Hurling rocks*
for 2-20 hit points
SPECIAL DEFENSES: *Impervious to cold*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to low*
ALIGNMENT: *Chaotic evil*
SIZE: L (15' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Frost giants more commonly inhabit castles, although they often lair in large frigid caverns. There is a 50% probability that they will have from 1-6 winter wolves in their lair as watchdogs. If more than 4 frost giants are encountered in their lair numbers 5 and 6 will be females (treat as stone giants with respect to hit dice and damage/attack), and 7 and 8 will be young giants (roll percentile dice to determine size).

Adult frost giants are able to hurl rocks from 1" to 20" distances, inflicting 2-20 hit points of damage. They can catch like missiles 40% of the time. Frost giants are impervious to cold, even white dragon breath.

Description: Frost giants have dead white or ivory skin color, blue-white or yellow hair, and pale blue or yellow eyes. Their build is basically similar to a muscular human, with appropriate size differences. Frost giants wear armor and bear arms similar to those of humans of the northern barbarian sort.

Hill Giant

FREQUENCY: *Common*
NO. APPEARING: 1-10
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 8 + 1-2
% IN LAIR: 25%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: *Hurling rocks*
for 2-16 hit points
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: L (10½' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Hill giants always dwell in caves or similar underground habitations. These lairs are typically of forsaken areas. Hill giants sometimes have other creatures in their lairs to act as guards; this is 50% likely, and the guarding creatures will be 2-8 dire wolves (50%), 1-3 giant lizards (30%) or a group of 2-8 ogres (20%). If more than 4 hill giants are encountered in their lair numbers 5, 7, and 9 will be giantesses (6 hit dice, and treat as ogres for damage/attack) and 6, 8, and 10 will be young hill giants (roll percentile dice for size).

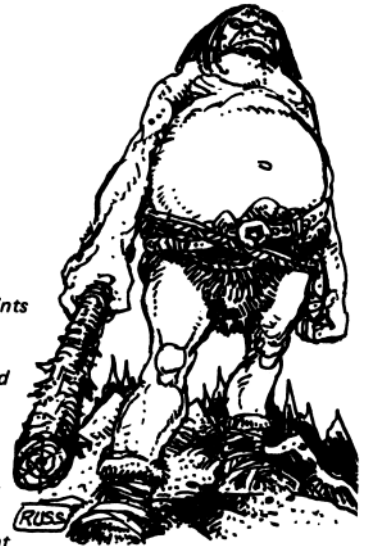
Adult hill giants are able to hurl rocks from 1" to 20" distances, inflicting 2-16 hit points of damage. They are able to catch similar missiles 30% of the time. 50% of hill giants also speak ogre.

Description: Hill giants have tan to reddish brown skins, brown to black hair, and red-rimmed eyes. They typically dress in rough hides or skins. They use any form of weapon available but favor clubs.



Mountain Giant

FREQUENCY: *Very rare*
NO. APPEARING: 1-4
ARMOUR CLASS: 4
MOVE: 12"
HIT DICE: 12
% IN LAIR: 90%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: *Hurling rocks for 2-16 points of damage*
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: L (14' tall)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
VII/2,850 + 16 per hit point



Mountain giants are rarely encountered outside their lair — a huge cavern carved out of the heart of a rocky mountain. In addition to their normal tongue, they can all speak the ogre language.

Like their cousins the hill giants they can hurl rocks from 1" to 20" distance, inflicting 2-16 hit points of damage if they hit. They are able to catch similar missiles 30% of the time. In melee they strike with huge clubs, inflicting 4-40 hit points of damage.

The mountain giant can summon and control other monsters — usually (70%) 6-15 ogres, but sometimes (20%) 4-9 trolls or even (10%) 1-4 hill giants. If a mountain giant is encountered in its lair, it is 75% probable that these creatures will be there, acting as servants and guards.

Giantesses and young mountain giants are rarely encountered — if four mountain giants are encountered in their lair, there will be in addition one female and one young giant (each has hit dice of 8+ 1-2 and 1 attack doing 2-16 hit points of damage; otherwise mountain giants encountered will always be adult males).

Mountain giants have light tan to light reddish-brown skin and dress in rough hides or skins, as do the hill giants.

Stone Giant

FREQUENCY: Uncommon
NO. APPEARING: 1-8
ARMOR CLASS: 0
MOVE: 12"
HIT DICE: 9 + 1-3
% IN LAIR: 30%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: Hurling rocks
 for 3-30 hit points
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Stone giants inhabit mountainous regions in most cases, dwelling in caves

or caverns. They are fond of cave bears and are 75% likely to have 1-4 guarding their lair. If more than 4 stone giants are encountered in their lair numbers 5 and 6 will be females (treat as hill giants with regard to hit dice and damage/attack), and numbers 7 and 8 will be young (roll percentile dice to determine size).

Stone giants are playful at times — especially at night. The adults find great sport hurling rocks from 1" to 30" distances, causing 3-30 hit points of damage when striking a creature, and stone giants are 90% likely to catch similar types of missiles hurled at them.

Description: With their gray to gray-brown skins, dark gray to blue-gray hair, and metallic-looking eyes (silver to steel), stone giants are both striking in appearance and able to blend easily into stoney settings. The latter effect is enhanced by their choice of rock-colored garments. Stone giants are typically armed with stone weapons.

Storm Giant

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 1
MOVE: 15"
HIT DICE: 15 + 2-7
% IN LAIR: 55%
TREASURE TYPE: E, Q (x 10), S
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-42
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic good
SIZE: L (21' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



The most powerful and respected true giant is the storm giant. These great, generally reclusive creatures inhabit only out-of-the-way places. Their abodes are typically cloud islands (60%), mountain peaks (30%) or underwater (10%), and there the storm giants build their spacious castles. It is 30% probable that the lairs of storm giants will have animals as guards and/or pets. Storm giants dwelling on cloud islands or mountain peaks will have 1 or 2 rocs (70%) which they will also employ as a riding animal or 1-4 griffons (30%). Those storm giants who dwell underwater will have 2-8 sea lions.

Unlike other sorts of giants, storm giants do not hurl rocks, for they have magical properties and spells which they employ instead. A storm giant is able to hurl a lightning bolt of 8 (8-sided) dice effect once per day. All storm giants are able to levitate twice per day, lifting weights up to 30,000 gold pieces equivalent in addition to their own body weight. They are able to breathe normally underwater as desired. Note that storm giants dwelling underwater are able to cast lightning bolts and move at normal speed. When they desire to do so, storm giants are able to perform any of the following spells, one at a time, once each per day: *predict weather*, *call lightning* (3 bolts of 10-15 6-sided dice each), *control winds*, *weather summoning*. When aroused for combat, it is probable that a storm giant will summon a storm and call lightning, for this weather is most favored by an angry storm giant in battle.

Storm giants are not harmed by electrical energy, even including such discharges as blue dragon breath.

Description: The skin coloration of storm giants ranges from pale light green to violet, the former being typical of those specimens which are marine. Green colored storm giants have dark green hair and emerald green eyes, while other storm giants tend towards deep violet or blue-black hair coloration with silvery gray or purple eyes.



Verbeeg

FREQUENCY: Uncommon
NO. APPEARING: 1-2, 1-6, or
 5-30 (see below)
ARMOR CLASS: 4 or better
MOVE: 18"
HIT DICE: 5+5
% IN LAIR: 30%
TREASURE TYPE: Individuals
 K,L,M, (x5); in lair B
 (but 25% for magic)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon
 type + strength bonus
SPECIAL ATTACKS: Throw
 spears for 1-6
 (+ strength bonus)
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to
 very
ALIGNMENT: Neutral (evil)
SIZE: L (8 1/2' - 10' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 V/275 + 6/hp



Verbeeg, or human behemoths, are a race of human giants inhabiting the same areas as hill giants and ogres (q.v.). An encounter with verbeeg is 30% likely to be in conjunction with hill giants (40%) or ogres (60%), 50% with 1-6 wandering creatures, and 30% in the lair where a total of 5-30 verbeeg will be found, and 20% with 1-2+ others. Because verbeeg are intelligent, they will typically command any hill giants or ogres with whom they dwell. Also, if these giants have them, they will wear protective materials to improve their armor class, i.e., hides and furs, odd pieces of metal such as shields, and so forth. While verbeeg use clubs and spears typically, those able to gain superior weaponry will do so. Verbeeg range in strength from 18/51 to 18/00. To find the strength and appropriate bonus, roll 1d10:

1-2 18/51-75 = +3 and 3" to throwing range
 3-6 18/76-90 = +4 and 4" to throwing range
 7-9 18/91-99 = +5 and 5" to throwing range
 0 18/00 = +6 and 6" to throwing range

Thrown spears have normal range plus a bonus range of 3" to 6". Thus, a verbeeg with 18/00 strength hurls the spear up to 9" distance for 7-12 points of damage. Each of these giants will have at least 3 spears when encountered.

In a lair of verbeeg there will always be a leader with 18/00 strength and with no fewer than 40 hit points. There will be 2 females for the leader and 1 for each additional male. Young verbeeg are about 50% of the total population over 9. All verbeeg encountered are likely (2% per verbeeg) to have with them a shaman of either sex. Verbeeg shamen can attain 7th level. The tribal group is 90% unlikely to have any magic item which they cannot understand or use. Females are equal to males in combat. Young are equal to bugbears (50%) or goblins (50%) in fighting ability. The lair will include 2-8 wolves (75%) or 1-4 worgs (25%) as guards. In arctic climes, 1-3 winter wolves (25%) or 1-2 polar bears (75%) will be kept for this purpose.

Verbeeg are unusually thin for their great height. Some have deformities which only add to their rather fearsome aspect. Notable verbeeg are usually rogues who stalk humans (Jimmy Squarefoot and Jack-in-Irons are but two). They otherwise appear human.

GIANT STRIDER

FREQUENCY: *Rare*
NO. APPEARING: 1-6
ARMOUR CLASS: 4
MOVE: 15"
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-10
SPECIAL ATTACKS: *Fireball*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
but +2 bonus on saving roll
and immune to magical fire
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral evil*
SIZE: L (6'7" tall at shoulder)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
III/73 + 2 per hit point



These large flightless, featherless birds appear as heavy ostriches. Beside each of their two dully-glowing red eyes is a small duct from which the beast can project a small *fireball* which does 1-6 hit points of damage. The beast can project these *fireballs* at the rate of two per hour (one from each duct) with accuracy as a +4 longbow, a maximum range of 50' and a burst radius of 10'.

In addition, the giant strider can attack to its front or flank with a bite for 1-8 hit points of damage or deliver a kick to its rear for 1-10 hit points of damage. It cannot, however, co-ordinate both attacks simultaneously in the same melee round and will generally launch its attack in the direction from which it was last hit.

These birds are immune to fire, magical or otherwise, and in fact their bodies have adapted to derive sustenance from warmth; consequently they are most at home in desert and volcanic regions. Intense heat, flames, *fireballs* and so on act as a *cure light wounds* spell on them once every three rounds. As a result, giant striders are often found wading in lava-beds or standing in the flames of a forest fire (it is possible that the phoenix legend derived from such a sight).

Conversely, *cold* spells and the like do an additional 2-7 hit points of damage and water (if drunk) is poison to them. Even if a cold liquid is thrown over their bodies, they will take some damage (at the discretion of the referee according to the circumstances, but normally 1-2 hit points of damage).

These creatures are used as steeds by the firenewts. They are generally fearless and never check morale.

GIBBERLING

FREQUENCY: *Uncommon*
NO. APPEARING: 40-400
ARMOUR CLASS: 10
MOVE: 9"
HIT DICE: 1
% IN LAIR: 40%
TREASURE TYPE: *D*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: S (4'-5' tall)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
I/14 + 1 per hit point



Pale, hunched, naked humanoids with short legs and long arms, gibberlings are usually found in desolate woods or dark caverns underground. The subterranean variety loathe bright light and are particularly afraid of fire.

Gibberlings attack in great numbers, uttering ghastly howls and insane chattering noises which cause even the boldest hirelings to check morale each round, though player-characters are not affected. They attack with normal swords and such is their skill in using these weapons that they strike with a +1 hit probability bonus. In all circumstances they will fight to the death, relying on sheer weight of numbers to defeat their enemies (which means virtually any creature which dares to venture into their territory, for gibberlings are highly aggressive).

Though they clearly have a primitive means of communicating among themselves, they have no discernable language. Curiously, though it might be expected that creatures who attack in such great numbers would have leader-types to control them and determine their policy, no such leader-types have yet been encountered. Nor are there, apparently, gibberlings of other than the fighter class.

GIBBERING MOUTHER

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 1
 MOVE: 3"/6"
 HIT DICE: 4+3
 % IN LAIR: 95%
 TREASURE TYPE: Q
 NO. OF ATTACKS: 6+
 DAMAGE/ATTACK: 1 (x6)
 + 1 per round
 SPECIAL ATTACKS: Spit, babble, save vs. *confusion*
 SPECIAL DEFENSES: Control ground density for 5 foot radius
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITIES: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/210 + 5/hp



The gibbering moulder is an amoeboid-like form of life, composed of all mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths shut so it appears to be a lump of earthy material. Thus it surprises a party stumbling across it. Its only motive is to eat whatever is edible and within reach, regardless of whether the food is animal, vegetable, or mineral. Because of the creature's excessive hunger, the moulder's lair and the surrounding area will be stripped bare.

Gibbering moulthers prefer to inhabit cold and underground regions. The creature propels itself by oozing forward, fastening several mouths to the ground, and pulling itself along. A moulder may move faster over fluid, viscous terrains, such as mud and quicksand, by a series of muscular contractions. Given a chance it will alter the ground (see below) with its special talent to allow this faster form of movement.

The brain of a moulder is located in its mid-portion, and its gelatinous-like body makes it difficult to strike this one vital spot; thus its armor class 1.

The moulder attacks in more than one way. The spittle of a moulder will burst into a bright flare if it strikes any hard, cold, surface. The resulting flash will blind for 1 round those characters looking at the flash if they fail to save vs. petrification. A moulder attacks by extending and biting with 6 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. When 3 or more mouths are attached to a single character, that person must check each round thereafter for slipping. A roll of 4 or less on 2d6 indicates the character has fallen (+1 if dexterity is 15+). If the character falls, the gibbering moulder will flow over the victim and bite with 12 more mouths. Given the opportunity once it has pulled down 1 victim, a moulder will trap other prey.

When any edible object is sighted by a moulder, it may begin an incoherent gibbering that causes *confusion* in all characters within a 6" radius unless a save vs. spells is made. For each round that the gibbering is heard, characters within range must roll another save. If a character becomes confused, roll a 1d8 to see what action he or she will take: 1 = wander for 1 round; 2-5 = stand stunned for 1 round; 6-7 = attack the nearest living creature for 1 round; 8 = treat as a *fear* spell (save at +2) and run away for 2 rounds.

A moulder always warms the ground and stone within a 5-foot radius of itself and can control the consistency of this material by changing it to dough-ish, tarry quicksand or concrete. It requires 5 segments to alter earth and 1 full round to shift stone to its next nearest form.

GLOOMWING

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 1
 MOVE: /12" (MC: D)
 HIT DICE: 5+1
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-3/1-3/1-8
 SPECIAL ATTACKS:
 Pheromone
 SPECIAL DEFENSES:
 Confusion
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M (8' wingspan)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/525 + 6/hp



Gloomwings are aerial carnivores with great speed and agility. Their larva stage is the tenebrous worm (q.v.). Although not as robust as tenebrous worms, gloomwings are nevertheless deadly opponents who aggressively seek prey both in the air and on the ground.

The wings and body of the creature are geometrically patterned with black and silver that will cause *confusion* in any intelligent being that views the monster squarely from above (save vs. spell or be *confused*). This coloration provides excellent camouflage, making the gloomwing almost impossible to detect. Thus the gloomwing gains surprise with a roll of 1-3 on a 1d6. Creatures on the the ground that are smaller than a halfling will be carried away and devoured in midair; larger prey are attacked by hovering and slashing with the 2 front claws (the creature lacks the strength and coordination to employ all 8) and its mandibles. On the 2nd and each successive round of melee it will emit a pheromone which can cause weakness in any non-insect. Exposed creatures must save vs. poison or lose 1 point of strength per round of exposure. Lost points are restored 1-4 turns after the exposure ceases. Creatures who make their initial save need not save again, and multiple gloomwings do *not* require multiple saves. The scent may also attract 1-4 additional gloomwings (20% per round, regardless of the number of gloomwings present).

Egg-laden females (1-2 on a 1d6) will use the corpse of a slain victim as a repository for their eggs, which will hatch in 12 days, sprouting 4-10 tenebrous worms (q.v.). The corpse will not survive any attempt at resurrection unless the infestation is removed with a *cure disease* spell. Unless killed, the worms will completely devour the body.

Gloomwings are huge moths with black and silver streaked over the wings and body. The large fern-like antennae are dusky sable tipped with white. Each of the 8 legs is armed with an iridescent pearl claw. The extended mouth is equipped with a double set of ivory mandibles (value 25 gp per gloomwing).

GNOLL

FREQUENCY: *Uncommon*
 NO. APPEARING: 20-200
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE: *Individuals L, M; D, Q (x 5), S in lair*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 or by weapon
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low-average*
 ALIGNMENT: *Chaotic evil*
 SIZE: *L (7' + tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Gnolls travel and live in rapacious bands of loose organization, with the largest dominating the rest. These bands recognize no other gnoll as supreme, but they do not necessarily dislike other bands, and on occasion two or more such groups will join together briefly in order to fight, raid, loot, or similarly have greater chance of success against some common foe or potential victim. They are adaptable and inhabit nearly any area save those which are arctic and/or arid. They have a so-called king, very powerful personally and with a double normal-sized following, but his authority extends only as far as his reach.

For every 20 gnolls encountered there will be a leader-type with 16 hit points (attacks as a 3 hit dice creature). If 100 or more of these creatures are encountered there will be the following additional gnolls with the band: a chieftain (armor class 3, 22 hit points, attack as a 4 hit dice creature and does 4-10 hit points damage/attack) and 2-12 guards (armor class 4, 20 hit points, attack as 3 hit dice monsters, and do 3-9 hit points damage). If the gnolls are encountered in their lair there will always be a chieftain there, and there will be from 5-20 guards with him. The lair will also contain females and young equal to 50% and 200% respectively of the number of males present.

Gnolls are subterranean 85% of the time, but occasionally (15%) they will take up residence in an abandoned (or cleared) village or building of some sort. In the former case they are 30% likely to have 1-3 trolls living with them and acting as guards. In the case where gnolls are found above ground, they are quite likely (65%) to have 4-16 hyenas (80%) or 2-12 hyaenodons (20%) as pets and guards. They always have a number of captives for food or slave labor (1 per 10 gnolls is minimum).

Gnolls employ a great variety of weapons, all carry swords, and a typical force will have the following percentages:

great bow	15%
pole arm	35%
two-handed sword	15%
battle axe	20%
morning star	15%

Gnolls will generally be on friendly terms with orcs, hobgoblins, bugbears, ogres, and even trolls — providing the weaker types are not very much weaker in numbers and the gnolls are relatively equal in strength to the stronger monsters.

Gnolls are strong, but they dislike work and are not good miners. They have infravision. They speak their racial tongue, chaotic evil, troll, and often (60%) orcish and/or hobgoblin.

Description: There is a great resemblance between gnolls and hyenas. Gnolls have greenish gray skins, darker near the muzzle, with reddish gray to dull yellow mane. Eyes are dull black and nails are amber colored. Their armor is of horn, metal plates, and leather; like their fur capes and vests, it is shabby, and the latter are moth-eaten and dingy, being brown, black or grayish pelts. Gnolls have short life spans — 35 years being average.

GNOME

FREQUENCY: *Rare*
 NO. APPEARING: 40-400

ARMOR CLASS: 5
 MOVE: 6"
 HIT DICE: 1
 % IN LAIR: 50%
 TREASURE TYPE: *Individuals M (x 3); C, Q (x 20) in lair*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon or 1-6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Save at 4 levels higher*
 MAGIC RESISTANCE: *As above*
 INTELLIGENCE: *Very*
 ALIGNMENT: *Neutral to lawful good*
 SIZE: *S (3' + tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Similar to their larger cousins, dwarves, the social organization of gnomes is based on clans, and these groups are likewise neither exclusive nor hostile to each other, although there does exist a rivalry wherein each tries to outdo the other groups. For every 40 gnomes encountered there will be a fighter of a 2nd, 3rd, or 4th level (die roll 1-2, 3-4, or 5-6). If 160 or more gnomes are in a group there will be in addition one 5th level and one 3rd level fighter as chief and lieutenant of the band. If 200 or more are encountered they will have a gnomish cleric of 4th, 5th, or 6th level in addition to the others. If 320 or more gnomes are encountered there will be the following additional gnomes in the group: a 6th level fighter, two 5th level fighters, a 7th level cleric, and four 3rd level clerics. If encountered in their lair (home) there will be the following additional gnomes: from 2-8 fighters of 2nd or 3rd level, 1-4 clerics of 2nd level, and females and young equal to 50% and 25% respectively of the number of adult males. A gnomish lair is sometimes based upon earthen burrows, although 75% of the time it will be made in rocky hill formations.

Gnomes are typically armored with leather armor which is ringed or well studded with metal and shield (armor class 5). They have the following typical weaponing:

short sword and short bow	10%
short sword and spear	20%
club and sling	15%
club and spear	40%
club and short sword	15%

All gnomes above normal level will have chainmail and shield. Those above 5th level will have plate armor and shield. Higher level fighters will have a 10% chance per level of having magic armor and/or weapons. Gnomish clerics will likewise have a 10% chance per level for 1-3 additional items (potion, clerical scroll, ring, wand/staff/rod, misc. magic) usable by clerics.

Gnomes are 80% likely to have tamed animals to serve as guards in their lair: 5-30 badgers (70%) or 3-12 giant badgers (20%) or 2-8 wolverines (10%).

Due to their great hatred of kobolds and goblins, all gnomes gain a bonus of +1 on their dice rolls to hit these opponents. When gnomes are in melee with gnolls, bugbears, ogres, trolls, or giants their opponents must deduct 4 from their dice rolls to hit the gnomes because of their small size and their combat skill against these much bigger creatures.

All gnomes are highly resistant to magic and poison, so they make saving throws at 4 levels above their actual level. Gnomes can see in the dark (infravision), noting monsters at 60'. Because of their mining skills gnomes are excellent (50% to 80% likely) in detection of passages which slope upwards or downwards, unsafe walls, floors, and ceilings, and approximate depth and direction. It is rumored that there exist gnomes with magical abilities up to 4th level, but this has not been proved.

Besides their alignment and racial tongues, gnomes speak kobold, goblin, halflingish, dwarvish, and can speak with burrowing mammals as well.

Description: Most gnomes are wood brown, a few range to gray brown, of skin. Their hair is medium to pure white, and their eyes are gray-blue to bright blue. They wear leather and earth tones of cloth and like jewelry. The average gnome will live for 600 years.

SVIRFNEBLIN (*Deep Gnome*)

FREQUENCY: *Very rare*
NO. APPEARING: 3–30
ARMOUR CLASS: 2 and better
MOVE: 9"
HIT DICE: 3+6
% IN LAIR: Nil
TREASURE TYPE: *Individuals K(x2) and Q(x3)*
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: 20 %
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral (good tendencies)*
SIZE: *S (about 3' tall)*
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL /X.P. VALUE:
3rd level: V/325 + 5 per hit point
4th level: VI/575 + 6 per hit point
5th level: VII/1,025 + 8 per hit point
6th level: VII/1,800 + 10 per hit point



Far beneath the surface of the earth dwell the svirfnebli — the deep gnomes — a race related to the gnomes of the bright world. Small parties of these demi-humans roam here and there in the underworld mazes of small passageways, always in search of gem minerals. Their realm is in a region unknown, but thought to consist of a closely-connected series of vast caverns in which thousands of these diminutive creatures labour for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

All males of the race are doughty fighters. For every four svirfnebli encountered, there will be an additional leader-type with hit dice 4+7. If more than twenty normal deep gnomes are encountered there will be an additional 6th level fighter (hit dice 6+9) — a *burrow warden* — with two 5th level assistants (hit dice 5+8). It is 25% probable that a 6th level deep gnome will have illusionist abilities of 5th, 6th or 7th level.

Note that a deep gnome of 6th level, if not an illusionist, is 50% likely to be able to summon an earth elemental. The type of earth elemental which can be summoned is found on this table:

Die roll	Elemental
1	24 hit dice earth elemental
2–6	16 hit dice earth elemental
7–10	12 hit dice earth elemental
11–15	8 hit dice earth elemental
16–18	xorn
19–20	summoning fails.

Elemental summoning can be attempted once per day by a deep gnome with the necessary power.

In addition to the abilities given above, all the svirfnebli have the following magical powers of illusionist nature: *blindness*, *blur*, *change self*. Each of these spell-like abilities can be used once per day by any deep gnome. All these creatures radiate *non-detection* identical to the spell of the same name.

The deep gnomes wear leathern jacks sewn with rings of mithral-steel alloy over fine chainmail shirts. They do not usually carry shields, as these devices would tend to hinder movement through the narrow corridors favoured by the svirfnebli. For every level above 3rd, a svirfneblin's armour class improves by 1 point — i.e. a 4th level deep gnome has AC1, 5th level AC0 and 6th level AC–1.

These gnomes are typically armed with a non-magical +1 dagger and a non-magical +1 pick (horseman's pick, for purposes of damage assessment). Each individual also carries a pouch of special darts, 7–10 hand-hurled missiles of about nine inches in length, with a 40' range and which inflict 1–3 hit points of damage. When one of these darts strikes it is constructed so as to compact and break a small glass bead containing a gas. Any creature struck on its front part must save against poison; if it fails, the puff of gas has reached the creature's system and the creature will be *stunned* on the next round and *slowed* for the four rounds following that. Deep gnomes above 3rd level also carry 3–6 darts which contain an acid which eats a three-inch hole in armour protection in 1 round, or inflicts an additional 2–8 hit points of damage on non-protected targets (such as armour with holes, ring mail, chain mail etc.) A svirfneblin can hurl two darts in a single melee round.

Deep gnomes fight as fighters of the same level, but when hurling darts they add +2 to hit probability.

Despite their metal armour and arms, these small and fast-moving creatures are able to move very quietly. They are 60% likely to be unseen by any observer, even a kuo-toan, as deep gnomes are able to 'freeze' in place for long periods without any hint of movement. They are surprised only 1 in 12 due to their keen hearing and smelling abilities. They are likely to surprise opponents 90% of the time.

All deep gnomes are 20% magic resistant, gaining an extra 5% magic resistance for each level they attain above 3rd. No illusion, phantasm or hallucination is able to affect a svirfneblin's mind. Because of this and their high wisdom, speed and agility, they make all saving throws at +3 except against poison when their bonus is +2.

The svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They have their own language, a dialect of gnomish which a normal gnome is 60% likely to understand. Most deep gnomes are also able to converse in the underworld cant (the trade language) and speak and understand a fair amount of kuo-toan and drow (tongues of their hated and feared enemies who, along with the mind-flayers, are the worst threat to any deep gnome gem-gathering expedition). All these small creatures can converse with speaking creatures from the *Elemental Plane of Earth* and it is 90% unlikely that any such creature will harm a svirfneblin, though the deep gnome might have to pay a heavy bribe in precious metal and gems so to escape.

Deep gnomes have infravision to 120' and can also see into the ultra-violet spectrum to a limited extent. They have normal gnomish power with respect to determination of direction, distance beneath the surface, and detection of slopes and unsafe walls, ceilings or floors (see **ADVANCED DUNGEONS & DRAGONS PLAYERS HANDBOOK** — *Character Races*).

When being pursued by enemies, the svirfnebli will typically dash into a secret escape passage tunnelled to their size. Larger escape routes used by the deep gnomes will be filled with covered pit traps and rock deadfalls. A gnome leader is 75% likely to carry 3–12 small rock-like containers, and these will be strewn in the path of pursuing foes if no handy escape route is nearby. These crystals are crushed when stepped on by any creature weighing more than 100 pounds, and each releases a cloud of poison gas of about 10' diameter and 15' height. Any creature passing through such a gas cloud must save versus poison or lose consciousness for 1–12 turns. The gas cloud dissipates in 2 rounds.

Deep gnomes will usually aid any non-enemy for a fee, and they will certainly help in fighting drow, kuo-toans or mind flayers, providing there is a reasonable chance of defeating these mortal enemies. They love gems and will take great risks in order to gain them.

Description: A svirfneblin is gnarled and very muscular. Skin colour is medium brown to brownish gray. Deep gnomes have grey eyes and tend to be bald.

GOAT, Giant

FREQUENCY: Rare
 NO. APPEARING: 1-12
 ARMOR CLASS: 7
 MOVE: 18"
 HIT DICE: 3 + 1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Charge
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L (5' + at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These reclusive herbivores dwell in hilly country. They will aggressively defend themselves from any threat. If giant goats charge, they add + 4 to damage inflicted when they hit (6-20 hit points). Their weapons are two long, sharp horns. They attack by butting with them. In rare cases these creatures have been tamed to serve as steeds.

If more than 7 of these creatures are encountered the remainder will be young (roll percentile dice to determine size, halving the number rolled and adding it to 50%).

GOAT

FREQUENCY: Uncommon
 NO. APPEARING: 5-20
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 1+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: Charge
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: 11/24 + 2/hp



Goats inhabit areas of scrub growth on hills, plains, and in mountainous regions. All attack only if cornered. Buck goats may charge, thereby gaining +2 on their to-hit roll and an additional 1-2 points of damage. A herd will consist of 1-2 bucks and up to 12 does, and the remainder will be kids (noncombatants).

GOBLIN

FREQUENCY: Uncommon
 NO. APPEARING: 40-400
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 1-7 Hit points
 % IN LAIR: 40%
 TREASURE TYPE: Individuals K, Lair C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6 or by weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average (low)
 ALIGNMENT: Lawful evil
 SIZE: S (4' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Goblins are typically armed with:

short sword and military pick	10%
short sword and sling	10%
short sword and spear	10%
sling	10%
morning star	20%
military pick	10%
spear	30%

Leaders and guards will typically have the best weapons, bearing two each.

Goblins are fair miners, and they are able to note new or unusual construction 25% of the time. They hate gnomes and dwarves and will attack them in preference to any other creature. All goblins are slave takers and fond of torture.

The languages spoken by goblins are: their own, lawful evil, kobold, orcish, and hobgoblin.

Description: Goblins range from yellow through dull orange to brick red in skin color. Their eyes are reddish to lemon yellow. They dress in dark leather gear, and their garments tend towards dull, soiled-looking colors (brown drab, dirty gray, stained maroon). Goblins reach the age of 50 years or so.

Goblins have a tribal society, the strongest ruling the rest, allowing fealty to the goblin king. It is possible that goblins are distantly related to kobolds. Like the latter, goblins enjoy dwelling in dismal surroundings, although they tend to inhabit caves and similar underground places in preference to any habitation above ground. They too hate full daylight and attack at a -1 when in sunlight. Goblins have normal infravision (60' range).

For every 40 goblins encountered there will be a leader and 4 assistants who are equal to orcs, each having 7 hit points and attacking as monsters with a full hit die. If 200 or more goblins are encountered there will be the following additional figures: a sub-chief and 2-8 guards, each fighting as hobgoblins and having 8 hit points, armor class 5, and doing 1-8 hit points damage. There is a 25% chance that any force of goblins encountered will have 10% of its strength mounted on huge wolves (qv) and if this is the case there will also be from 10-40 of these creatures without riders. In their lair there will be the following additional figures: a goblin chief and 2-8 bodyguards (9-14 hit points, armor class 4, fight as gnolls doing 2-8 hit points of damage), females and young equal to 60% and 100% respectively of the number of male goblins encountered. As is usual with creatures of this sort, the females and young do not fight. A goblin lair will be protected by from 5-30 huge wolves not less than 60% of the time. There is a 20% chance that 2-12 bugbears will be in a goblin lair.

GOLEMS

GOLDBUG

FREQUENCY: *Rare*
NO. APPEARING: 1–20
ARMOUR CLASS: 9
MOVE: 1"
HIT DICE: 1
% IN LAIR: 100%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–4
SPECIAL ATTACKS: *Poison*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
11/45 +1 per hit point

The goldbug is a beetle with a flattened, circular body and a golden shell, the size and shape of a gold piece. It is a very sluggish creature and spends most of its time asleep, often choosing a pile of gold coins as its bed. Only a very close examination will distinguish it from the coins on which it lies. Thus, though it has no treasure of its own, it inhabits that of others.

When disturbed it inflicts a poisonous bite like that of a large spider, inflicting 1–4 hit points of damage on the victim who must also save versus poison or die.

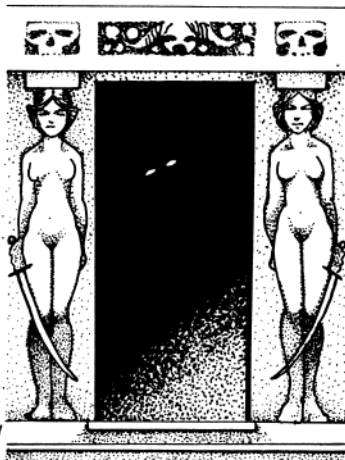
GOLEM

Golems are magically created monsters. There are four different sorts, and each will be detailed separately. All but the flesh golem are created from earthen components. The former is created from the remains of humans. The creation of a golem involves ultra-powerful spells and elemental forces.

Magical creatures with hit dice equal to or greater than those of the golem are able to attack with effect. For purposes of determination of hit dice, figure 4.5 hit points per hit die, and points being rounded up. Thus a flesh golem has 9 dice, a clay golem 11, a stone golem 14, and an iron golem 18.

CARYATID COLUMN

FREQUENCY: *Very rare*
NO. APPEARING: 1–12
ARMOUR CLASS: 5
MOVE: 6"
HIT DICE: 22 *hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2–8
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *All saving throws at +4*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *M (7' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: *V/280*



Caryatid columns are much like stone golems (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Golem, Stone**) in that they are created by means of a magical *tome* or by a magic-user of 16th level or higher, who must use the same spells as for the creation of a stone golem; however the cost is slightly higher and the time taken doubles because of the intricacy of the creation.

The result is a slim, decorative stone pillar about 7' high. A casual glance will reveal nothing more than this decorative piece of stonework which will perhaps stand with an identical partner either side of the entrance into a chamber, chapel or throne-room. Closer inspection will reveal that the column is not, as would be expected, radially symmetrical about its longitudinal axis and has the very slender shape of a human female. Once such detail has been discerned, it will be clear to the observer that one of the 'hands' of the female, held close to her side, carries a slim sword which blends into the rest of the stone so smoothly that it is near-invisible.

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A caryatid column will always have a specific defensive function (and will never be met as a wandering monster). This might be to guard a treasure-chest, to prevent intrusion into a particular area or another similar task. This task will have been set by the creator who, if near at hand when the column animates, will be able to control it with simple verbal commands. More often, though, the creator is absent when the column performs its task, in which case it will follow simple courses of action which have been predetermined by the creator.

The caryatid column will 'activate' as soon as any act is committed which its task specifically prohibits — the approach of a potential thief towards the treasure the column has been set to guard, an intrusion into a 'forbidden' area and so on. When it does animate, the caryatid column takes on a fleshy appearance, it reduces to about 5½' height and its form expands slightly so that it now appears as a fair young maiden. The sword, formerly of stone, becomes steel and it is this weapon that the caryatid column will use in melee if necessary, striking as a creature of 5HD to inflict 2–8 hit points of damage.

However the caryatid column will not necessarily enter into combat; its main task is to guard the treasure, prevent intrusion into a particular area or another similar task and if it can carry out this task without combat it will attempt to do so. Its behaviour will depend a great deal on the circumstances and the instructions given by its creator but it might, for example, attempt to divert the attention of intruding adventurers from the forbidden area and lead them to a place where they will be trapped, attacked by a monster or subjected to spell attack by the creator of the column.

If combat is inevitable, however, the caryatid column will initiate it. Normal weapons inflict only half damage on the creature and magical weapons do full damage but without the magical bonus. If a weapon, magical or otherwise, hits the caryatid column, there is a 25% chance (not cumulative) that it will snap, with each 'plus' of a magical weapon reducing that chance by 5% (so a +4 sword would have a 5% chance of snapping); magical weapons with no 'plus' are treated as if +1.

When the caryatid column's task is complete — intruders killed, treasure no longer vulnerable, for example — it will return to its original position and revert to its original stone shape, the sword becoming stone as well. If the column is killed, it returns to stone (as does the sword) on the spot.

Clay Golem

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 7"
HIT DICE: 50 *Hit points*
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (8' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



A clay golem can be created by a lawful good cleric of 17th or higher level (unless a magical tome is used, in which case a lower level cleric can create one). It requires a resurrection spell, an animate objects spell, a commune spell, a prayer spell, and a bless spell. The cleric must first fashion a man-shaped clay statue, and once this is sculpted the cleric must go through an uninterrupted ritual using the spells delineated. Materials to do the spell require an outlay of 20,000 gold pieces. Vestments for the ritual cost another 30,000 gold pieces, minimum.

Once created the clay golem is under the command of the cleric who created it. Each melee round the clay golem is in combat there is a 1% cumulative chance that it will be imbued with a chaotic evil spirit. If this happens, the clay golem immediately passes from the control of the cleric and attacks any living thing, moving to the closest one to attack, and proceeding on to the next after killing it. This behavior will continue until the golem is destroyed, for control can never be regained.

Damage inflicted upon living matter by a clay golem is only repairable by means of a healing spell from a cleric of 17th or greater level.

Attacks by a clay golem are based on 11 hit dice. Once per day the golem can be hasted for three melee rounds after engaging in at least one round of combat. During this period it strikes twice per round. (If out of control, the golem will immediately haste itself if it has not previously done so.)

Clay golems can be struck only by blunt magical weapons such as hammers or maces. Other weapons do not affect it. Spells do not affect it, except as follows: move earth will drive the golem back 12" and inflicts 3-36 hit points of damage, disintegrate will slow the golem 50% and inflicts 1-12 hit points of damage, and an earthquake cast directly at a clay golem will stop it from moving that turn and inflict 5-50 hit points of damage.

Flesh Golem

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 9
MOVE: 8"
HIT DICE: 40 *Hit points*
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (7½' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



A flesh golem can be created by means of a magical tome or by a high-level magic-user employing a wish spell, a polymorph any object, a geas, a protection from normal missiles and a strength spell. The latter case demands a level of magic-use of at least the 14th. The cost in materials is 1,000 gold pieces per hit point of the golem. It requires 1 month to fashion the creature.



GOLEMS

The creator of the flesh golem controls the monster, being able to have it follow simple commands (go ahead, stop, kill, etc.). The master of the golem can have it suspend its functioning until a set event takes place (such as someone entering its room).

However, for each turn of melee a flesh golem engages in there is a 1% per melee round cumulative chance it will go berserk, attacking at random anything in sight. The monster's master has a 10% per melee round chance of regaining control of the golem.

The flesh golem is very powerful and able to smash through doors and wooden structures of normal construction. For example, a flesh golem would break through an oaken door with iron reinforcing bands and hinges, in 5-8 melee rounds. It does 1 point of structural damage to wooden constructions only every 3 melee rounds.

Normal weapons do not harm flesh golems, but magical weapons have normal effect. Spells of most sorts have no effect on such monsters, but fire or cold based spells (such as *wall of fire*, *fire ball*, *ice storm*, etc.) slow the golem by 50% for 2-12 melee rounds. Electrical attacks restore damage to the golem in direct relation to the number of dice of damage normally done, i.e. a 6 die lightning bolt restores 6 hit points of damage which the golem might have sustained.

IRON COBRA

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 0
MOVE: 12"
HIT DICE: 1
% IN LAIR: Nil
TREASURE TYPE: *See below*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: *Poison*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: S (3' long)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 III/88 + 1 per hit point



The invention of some great magic-user or minor deity, this segmented automaton is made of an unknown metal and shaped in imitation of a snake. It is believed that there are only a dozen or so of these creatures in existence and they are quite valuable (high-level magic-users rate their value at 2,000 gold pieces if deactivated and the control words are known).

The cobra is activated and deactivated by key words set by its creator; when activated, it can obey simple verbal commands. When immobile it is absolutely silent but when moving it usually emits a soft rustling noise not unlike that made by a normal snake.

It has no mind so is not affected by spells affecting the mind (for example *sleep* or *charm*) nor is it affected by *webs*. Non-magical weapons inflict only half damage on it. It has the ability of an 8th level thief to hide in shadows (in which case it is not detected by infravision since it emits no body heat) and can also strike with surprise from behind, moving in utter silence for short periods as necessary. Its bite delivers a deadly poison (which also inflicts 1-3 hit points of damage) against which a victim must save at -2. The capacity of the fangs is, however, limited; after three poisonous bites the poison supply runs dry and the fangs simply inflict 1-3 hit points of damage. (If the controller of the snake is at hand, of course, the fangs can be re-charged with poison when an opportunity arises).

Against magical spell attacks, other than those mentioned above, the iron cobra makes a saving throw as would a 12th level magic-user.

The iron cobra may be set to guard a treasure or to act as a body-guard. Alternatively it can be ordered to track down and destroy



anyone whose name is known providing that person is within one mile. In the latter case, the creature tracks down its quarry by homing in on his psychic vibrations (the victim can block these, if he is aware of the pursuit of the cobra, by *mind blank* or a similar spell).

It is said that some iron cobras contain in their fangs paralyzing, sleep-inducing drugs instead of poison; against these a victim would need to make a normal saving throw.

Iron Golem

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 80 Hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Construction of an iron golem, bipedal and manlike, requires a magical tome or a magic-user of 18th or higher level employing the following spells: *wish*, *polymorph any object*, *geas*, and *cloud kill*. The cost in materials is 1,000 gold pieces per hit point, and it requires 3 months construction time.

The golem created always remains under the control of the magic-user who created it. It can obey any simple commands. It will stand, non-functioning, as a guard until some event takes place, i.e. until a door is opened, a book read, etc.

In addition to striking, an iron golem will breathe out a cloud of poisonous gas, 1" X 1" X 1", directly before it, once every 7 melee rounds.

The strength of an iron golem is three times greater than that of a flesh golem. An iron golem can do 1 point of structural damage per melee round.

An iron golem can be struck only by magical weapons of +3 or greater enchantment. Normal and magical weapons under +3 do no damage. The only magical attacks which affect the iron golem are electrical, such as a lightning bolt, which slows the monster 50% for 3 melee rounds. Magical fire attacks repair damage on a 1 hit point for 1 hit point basis. Iron golems are subject to attack from the rust monsters.

NECROPHIDIUS (Death Worm)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 2
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *Paralysation*
 (and see below)
 SPECIAL DEFENCES: *Immune to poison* (and see below)
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 III/118 + 2 per hit point



This creature appears to be the skeleton of a giant snake with a fanged human skull as a head. It is totally silent, immune to *sleep*, *charm* and mind-affecting spells, immune to poison and will never need to check morale. Its bite (1-8 hit points of damage) causes paralysation unless the victim makes his saving throw (against magic — this is not a venom). The paralysation lasts 1-4 turns.

The necrophidius achieves surprise 50% of the time (1-3 on d6) and if it is not itself surprised it will execute the *Dance of Death* — a hypnotic, semi-magical swaying which rivets the attention of any victim observing the worm who fails to make his saving throw against magic. Failure means inability to act; treat as *hypnotism*. This allows the worm to advance and attack without opposition.

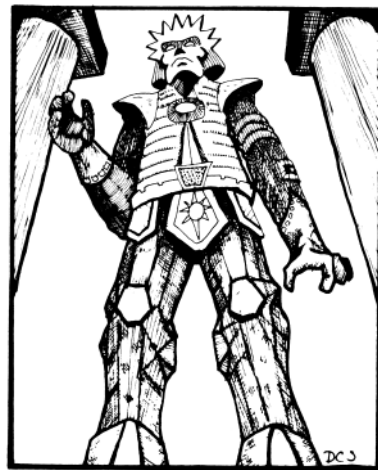
A necrophidius is created for one specific purpose and is therefore generally met in the role of assassin or guard — never as a wandering monster.

There are three ways of creating a necrophidius. The first is by means of a special magical *tome*, similar to a *Manual of Golems*. The second method is for a high-level magic-user to employ a *limited wish*, a *geas* and a *charm person*. The third method is for a high-level cleric to employ *quest*, *neutralise poison*, *prayer*, *silence* and *snake charm*. The materials include the complete articulated skeleton of a giant snake (poisonous or constrictor) and the skull of a cold-blooded murderer killed within the previous 24 hours. The cost is 500 gold pieces per hit point of the creature and it requires 10 days construction time.

Despite a number of characteristics to the contrary, the necrophidius is not a member of the undead class and cannot, for example, be turned by a cleric.

**Stone Golem**

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 5
 MOVE: 6"
 HIT DICE: 60 Hit points
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-24
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *L (9½' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*



Stone golems of man-like shape are constructed by means of a magical *tome* or a magic-user of 16th or higher level employing the following spells: *wish*, *polymorph any object*, *geas*, and *slow*. The cost in materials is 1,000 gold pieces per hit point, and it requires 2 months construction time.

Once created the stone golem can be controlled by its creator, and it will understand and obey simple commands, i.e. attack, stop, wait, go, etc. The golem can be made to stand and wait to attack until someone does something to trigger the golem.

In addition to its normal attack, the stone golem is able to cast a *slow* spell on any opponent within 1" of its front facing every other melee round.

The strength of a stone golem is twice that of a flesh golem. It does 1 point of structural damage every other melee round.

Normal weapons do not harm stone golems. In fact, it requires weapons of +2 or greater enchantment to damage them. The only spells which affect a stone golem are: *rock to mud* slows the golem 50% for 2-12 melee rounds, *mud to rock* restores all damage suffered by the golem, and *stone to flesh* makes the golem vulnerable to normal attacks on the following melee round.

STONE GUARDIAN

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 2
 MOVE: 10"
 HIT DICE: 4+4
 % IN LAIR: 100%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-9/2-9
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES:
See below
 MAGIC RESISTANCE:
See below
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: 75% M, 25% L
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes:
Nil/nil
 LEVEL/X.P. VALUE:
 VI/550 + 8/hp



The stone guardian is a special type of golem-like figure. It is manufactured somewhat like a golem or a *figurine of wondrous power* by using *enchant item*, *transmute mud to rock*, *magic mouth*, *detect invisibility*, and *limited wish* or *wish*. (Note: *detect invisibility* is optional but no other detection spell may be substituted for it.) A figure of a creature from man- to ogre-size (smaller or larger will not work) is made of mud and given a heart of stone. The heart must have *enchant an item* cast on it. The mud is transmuted to rock and the *wish* is cast. *Magic mouth* is required so that it can be activated under precise circumstances. However, there is a 20% chance per activation that the precise instructions will be disregarded, and then the stone guardian will attack anything! A special *ring of protection* from stone guardians can be crafted at the same time a stone guardian is manufactured. This ring will keep the wearer and all others within a 10-foot radius immune to a guardian's attack. The ring will work only for the stone guardian(s) made at the time the ring was magicked and will be useless against other stone guardians.

The stone guardian takes only one-quarter damage from edged weapons, and normal missiles cannot harm it at all. It takes half-damage from cold, fire, and electrical-based spells. It cannot be poisoned, held, charmed, paralyzed, or affected by fear since it has no mind whatsoever and no living body. It will attack until destroyed. *Stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* spells will kill it instantly with no saving throw. A stone guardian can see and hear due to the power of the *wish* but can *detect invisibility* only if that spell is used in its creation.

GORBEL

FREQUENCY: *Uncommon*
NO. APPEARING: 1–20
ARMOUR CLASS: 3 (10—see below)
MOVE: 18"
HIT DICE: *See below*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–4 or 1–6
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral with chaotic tendencies*
SIZE: S (3' diameter)
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: 11/32 + 2 per hit point



A curious creature, the gorb appears as a red globe of thin rubbery material about 3' in diameter (its high armour class is due to its high dexterity) with a tiny mouth, six tiny eyes on short retractable stalks equally spaced around the upper hemisphere and two clawed legs which it uses to move at remarkable speed.

When attacking (which it usually does), it attempts to attach itself to its victim's back with its claws; a successful initial hit means it has done so, delivering 1–4 hit points of damage. Thereafter it cannot be detached until dead and it automatically hits its victim each round for 1–6 points of clawing damage. Initially, it attacks as a creature of 2HD.

A hit with a blunt weapon will not harm the gorb, but a hit with a pointed or edged weapon causes it to burst asunder, killing it and doing 1–4 hit points of blast damage to anyone within 5'.

Naturally, when the gorb is attached to a victim it loses its dexterity bonus and its AC is then 10.

Gorbs are mischievous, fickle and irritable creatures.

GORGIMERA

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 5/2
MOVE: 12"/15" (MC:E)
HIT DICE: 10
% IN LAIR: 25%
TREASURE TYPE: F
NO. OF ATTACKS: 5
DAMAGE/ATTACKS: 1-3/1-3/2-8/2-12/3-12
SPECIAL ATTACKS: Breath weapons (2)
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Chaotic evil*
SIZE: L (5' tall at shoulder)
PSIONIC ABILITY: *Nil*
 Attack/Defense: *Nil/nil*
LEVEL/X.P. VALUE: VII/2557 + 14/hp



Although similar in appearance to a chimera, a gorgimera is a more fearsome monster. This sterile hybrid has the hindquarters and head of a gorgon; the forequarters and head of a lion; and the mid-body, wings, and head of a red dragon. Only the lion parts have armor class 5. The gorgimera can attack with its claws, bite with its lion head, butt with its gorgon head, and bite with its dragon head. Additionally, the gorgon head can breathe its petrifying breath twice per day (3" long x 1" wide base cone), while its dragon head can breathe its fiery breath twice per day (5" long x 2" wide base cone). The monster will always use 1 of its breath weapons against opponents 10 feet or more distant, as it is aware of breath weapon ranges and effects. If in melee, there is a 1 in 6 chance it will use fire and a like chance it will use petrification (roll 1d6, 1= dragon breath; 2= gorgon breath; 3-6= standard attack routine). Dragon breath is for 3-24 (3d8) points of damage; save vs. breath weapon applies. Gorgon breath turns victims to stone unless their saving throws vs. petrification succeed. Gorgimeras speak a very limited form of red dragon language. The gorgon head can see into the Astral and Ethereal Planes, and its breath weapon extends therein.

A gorgimera looks almost exactly the same as a chimera, except its gorgon parts are a metallic blue color. Gorgon eyes are a red-rimmed pale blue.

GORGON

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 12"
HIT DICE: 8
% IN LAIR: 40%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: *Breath turns to stone*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Gorgons are bull-like creatures covered with thick metal scales. They prefer the fastness of a wilderness or dreary caverns for habitation. A gorgon is able to breathe out a cloud of noxious vapors which will turn any creature to stone unless they make the appropriate saving throw. The breath shoots forth in truncated cone-shape, 1/2" diameter at the beast's mouth, 6" in length, to an end diameter of 2". A gorgon is able to use such breath up to 4 times per day. Gorgons will always use this attack form in preference to other sorts of attack.

The awareness of gorgons extends into the astral and ethereal planes. So do the effects of their breath weapon.



GORILLA BEAR

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-7
 ARMOUR CLASS: 4
 MOVE: 9"
 HIT DICE: 4
 % IN LAIR: 50%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8/1-8
 SPECIAL ATTACKS: *Hugs for 2-12 hit points of damage*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: *L (9' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
III/85 + 4 per hit point



These monsters have the head, body and legs of a gorilla with the sharp teeth and powerful arms of a bear. They have the aggressive disposition of the grizzly bear and the carnivorous tendencies of the cave bear. They have excellent hearing, smell and eyesight so are rarely (15%) surprised. Their dexterity is also high, accounting for their improved AC.

The beast attacks with its two paws for 1-8 hit points of damage each; a paw hit scored with an 18 or better indicates that the beast also hugs for 2-12 hit points of additional damage. If a roll of 18 is insufficient to hit the victim, the hug only occurs on a roll of 19 or, if that too is insufficient, on a roll of 20. A roll of 20 means a hug whatever the AC of the victim.

The gorilla bear does not have the normal bear's ability of continuing to fight after its hit points are reduced below zero.

GREENHAG

FREQUENCY: <i>Very rare</i>	SPECIAL DEFENSES:
NO. APPEARING: 1	See below
ARMOR CLASS: -2	MAGIC RESISTANCE: 35%
MOVE: 12"/12"	INTELLIGENCE: <i>Low to very</i>
HIT DICE: 9	ALIGNMENT: <i>Neutral evil</i>
% IN LAIR: 40%	SIZE: <i>M</i>
TREASURE TYPE: <i>M (x100), N (x10) Q (x5), X</i>	PSIONIC ABILITY: <i>Nil</i>
NO. OF ATTACKS: 2	Attack/Defense Modes: <i>Nil/nil</i>
DAMAGE/ATTACK: 7-8/7-8	LEVEL/X.P. VALUE:
SPECIAL ATTACKS: See below	<i>VII/1600 + 12/hp</i>

Greenhags are a race of evil creatures related to both annis and night-hags (q.v.). As do the annis, greenhags dwell on the Prime Material Plane. While many of these horrid creatures live in forests and lonely moors, there are some inhabiting swamps and rivers. These latter sort are often called shellycoats. The lair is always a small cave, possibly one dug in earth. Greenhags of any sort attack by clawing with rock-hard talons. They have strength of 18/00 and thus add +6 to the damage inflicted by each such attack.

In order to lure victims to them, greenhags typically use their mimic ability. This allows them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help, crying, and so forth are quite common deceptions employed by greenhags. They are also able to mimic common animal sounds, such as those of barnyard fowl, cats, dogs, goats, sheep and cattle.

Greenhags have the following spell-like powers which they can employ 1 at a time, at will, 1 per round: *audible glamor, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness*. Each power is employed at 9th level of ability.

Because of their coloration and the fact that they are 90% likely to be able to move silently and hide in foliage (even of the underwater sort), greenhags surprise 5 in 6 (19 in 20 if attacking from invisible state). Because of their highly acute senses, including infra- and ultravision, they are surprised only 1 in 20. Greenhags speak their own language (a dialect of Annis), Ogre, common Giant, and Common.

A typical greenhag appears to be a nighthag with green skin. Hair color ranges from near black to olive green. Eye color ranges from amber to orange. They often dress as peasants do.



GRELL

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 4
 MOVE: 12"
 HIT DICE: 5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 11
 DAMAGE/ATTACK:
 10x1-4/1-6
 SPECIAL ATTACKS:
Paralysis
 SPECIAL DEFENCES:
Immune to lightning
 MAGIC RESISTANCE:
Standard
 INTELLIGENCE: *Average*
 ALIGNMENT:
Neutral evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 VI/840 + 5 per hit point



The appearance of this dreadful creature is fearsome indeed — a body like a giant exposed brain approximately 5' in diameter and with a frontal beak, below which trail ten 6' long tentacles. The beast 'flies' by a *levitation* process, small inflections of the tentacles controlling horizontal movement. It is manoeuvrability class D.

Grell are usually found underground but are occasionally seen in ruined/abandoned buildings. They are particularly dangerous and vicious, dropping on their victims from above whenever circumstances permit.

All ten tentacles are brought to bear on a single victim. Each inflicts 1-4 hit points of damage and carries small spines which can inject a venom into the victim; this will paralyse the victim unless he makes his saving throw against paralysis at +4. If any one of the tentacles succeeds in paralyzing a victim, each melee round thereafter two tentacles will remain anchored on his body, the grell lashing with the other eight tentacles (for 1-4 hit points of damage each) and rending with its beak for 1-6 hit points of damage. None of these attacks, after the initial paralysis, requires a 'to hit' roll — once the grell has grasped its victim, lucky is he who escapes alive.

Any hit on a tentacle will render it inoperative (though if the creature survives, the tentacle will regenerate in 1-2 days) but the damage is not subtracted from the creature's hit points — only by hitting the body can the grell be damaged in the usual way. The body and tentacles all have AC4.

Grell are immune to lightning but otherwise have standard resistance to normal and magical attacks.

The body of the grell is a drab olive colour streaked with white; the tentacles are pale olive-green.

GRIFFON

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-12
 ARMOR CLASS: 3
 MOVE: 12"/30"
 HIT DICE: 7
 % IN LAIR: 25%
 TREASURE TYPE: C, S
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/2-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Griffons seek cliffs and rocky habitats in which to build their nests. If conditions permit they will lair in a cave. They are aggressive carnivores, and their favorite prey are horses. If they come within sighting or smelling distance (36" as a general rule) of horseflesh, the griffons will wing to the hunt. They are much sought after in their fledgling state, for they can be tamed for use as fierce, loyal, steeds if obtained before maturity. If encountered in their lair, there is a 75% chance that there will be 1 or 2 eggs or young for every 2 griffons. The young are non-combative, but the adults will attack until killed. Fledglings sell for 5,000 gold pieces, eggs for 2,000, on the open market.

GRIG

FREQUENCY: *Very rare*
 NO. APPEARING: 2-12 (or 5-50)
 ARMOR CLASS: 2
 MOVE: 6" (or 12" leap)
 HIT DICE: ½+1
 (2-5 hit points)
 % IN LAIR: 10%
 TREASURE TYPE: X, Y
 NO. OF ATTACKS: 3 or 2
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: Spells
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: Low to average
 ALIGNMENT: *Neutral (good)*
 SIZE: S (1 1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/50 + 1/hp



The leaping grigs appear to be some form of sprite. Found only in sylvan woodlands and meadows, these creatures are shy of strangers but otherwise good-natured and friendly. They are nocturnal and in most instances are encountered in a glen. There with 1 or, possibly, several other bands of grigs or a tribe of atomies (q.v.) or both, they will meet to play and dance in the moonlight. There is a 30% probability for other grigs or atomies to be there: 1-15 = 5-50 grigs, 16-25 = 2-12 grigs and 30-120 atomies, and 26-30 = 5-50 grigs and 30-120 atomies. One or more of the grigs will play bowed string instruments while the others enjoy circle dances and other pastimes.

The grigs' high armor class is due to their size, dexterity, and leaping ability. Their legs are more like a cricket's or grasshopper's than a sprite's, and these limbs give the grigs the ability to leap long distances, assisted by their small, gauze-like wings. Attack is made only upon evil enemies or those who molest the grigs. It is typically a combination of missile release and melee. Due to their skill and dexterity, grigs attack at +2 to hit when hurling missiles. Each grig carries at least 6 small darts. These they hurl during their hopping flight. Then they alight and thrust needle-like daggers. Their small darts are equal to large ones when used by the grigs, but when used by others, these weapons cause but 1 point of damage. Similarly, the grig dagger is but a knife save in the hands of grigs where it inflicts damage equal to a short sword.

Grigs have the following spell-like powers which they can employ at will, 1 at a time, 1 per round: *change self*, *entangle*, *invisibility*, *pyrotechnics*, *trip*, and *ventriloquism*. These magical powers are used at 6th level of ability.

The grigs enjoy using the dweomers for jolly fun as well as for self-protection, and many are the practical jokes reported from encounters with these creatures.

Grig fiddlers are 25% likely to be able to play a tune the effect of which equals that of the magic-user spell *Otto's Irresistible Dance*. A saving throw vs. spell is applicable to all within a 30-foot radius of the playing grig. Failure means the victim must dance until the grig ceases playing or the victim drops of exhaustion. Grigs can play for hours. Grigs are 90% likely to surprise and only 10% likely to themselves be surprised. They have hearing equal to double human norm, infravision to 180 feet, and ultravision.

In addition to their own tongue, grigs speak Atomie, Brownie, Pixie, and Sprite. Of course, they speak Common as well if they choose to slow their speech and pitch it downwards in scale.

GRIM

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 18" or /36"
 (MC:C in owl form)
 HIT DICE: 4+2-8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: Average
 ALIGNMENT: Neutral good
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/285 + 5/hp

The grim are guardians who watch for and oppose Evil. They are night creatures, usually frequenting the fringes of human habitations or burial grounds. Grim will be encountered in any of the following forms: black cat (as a giant lynx for attacks 1-2/1-2/1-4 + raking), black dog (as a war dog for attacks 2-8), and a black owl (as a giant owl for attacks 2-8/2-8/2-5).

Each grim must stay in the form chosen for a full night. In daylight they become ethereal and await the setting sun. Damage sustained the previous day is alleviated on the next as the sun sets. In addition to the attack modes of their chosen form, grim are able to turn undead as if they were clerics of the 8th level with +2 on the die if versus creatures of Evil from the Lower Outer Planes. They can be hit only by weapons of +1 or better magical enchantment. Each grim radiates a protection from evil within a 10-foot radius and can detect evil at a 7" distance. Thus, they are never surprised by Evil creatures, and their senses make it possible for them to surprise others 1 in 10.

Grim typically ward off evil natured creatures and warn those of good of imminent peril from such monsters. The latter is done by their weird call, be it yowl, howl, or hoot of mournful tone. They do not otherwise communicate or do anything else in conjunction with humans or demihumans unless an immediate confrontation is at hand. In this case, the creatures will always assist in combat against Evil.

GRIMLOCK

FREQUENCY: *Uncommon*
 NO. APPEARING: 20-200
 ARMOUR CLASS: 5
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 50%
 TREASURE TYPE: *Individuals*
K, L, M; in lair B
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
or by weapon type
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES:
See below
 MAGIC RESISTANCE:
Save as 6th level fighter
(and see below)
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
Warriors: 11/28 + 2 per hit point
Leaders: 11/50 + 3 per hit point
Champions: 111/85 + 4 per hit point



These fierce subterranean humanoid warriors dwell in deep caverns, only emerging in raiding parties to maraud across the earth's surface late at night, searching for humans to butcher and devour. Their eyes are blank and sightless; however they have highly developed senses of hearing and smell, these giving them effective 'vision' within 20'.

They are immune to the effects of spells affecting the visual nerves such as *phantasmal force*, *darkness*, *invisibility*, *mirror image* and so on. However spells such as *audible glamer* will partially 'blind' them, reducing their effective range of 'vision' to 10' and reducing their hit probability by 2. Substances such as snuff have the same effects if inhaled by a grimlock.

For every 10 grimlocks encountered there will be a 'leader' of 3 hit dice and AC4, while for every 40 there will also be a 'champion' of 4 hit dice and AC3. In the grimlock lair there will be females (an additional 80% of the number of males, each with 1 hit die and AC6) and young (an additional 100% of the number of males, each with 1 hit point, AC6 and non-combatant).

Grimlocks rarely consort with other beings, though there is a small (10%) chance that they will allow medusae to share their lair and a 2% chance that a wandering group of grimlocks will be accompanied by 1-2 mind flayers. For the latter reason, grimlocks are particularly hated by githyanki.

Grimlocks prefer edged blood-letting weapons and though they can fight with their bare hands (for 1-6 hit points of damage) they will usually be armed (90% chance) with weapons as follows:

hand-axe	20%
battle-axe	15%
two-handed sword	15%
bastard sword	15%
broad sword	15%
long sword	20%

Leaders and champions will wield a battle-axe or two-handed sword.

If encountered in rocky terrain, grimlocks are able to blend with their surroundings; so long as they remain motionless, they cannot be detected other than by *detect invisibility* (unless someone actually bumps into them).

All grimlocks — whether warrior, leader or champion — make all saving throws as if they were 6th level fighters.

Description: Powerfully-built humanoids with thick, scaly grey skin, they are usually clad in dark rags. Their hair is long, black and usually unkempt. Their teeth are white and particularly sharp.

GRIPPLI

FREQUENCY: Rare
 NO. APPEARING: 1-10;
 in lair 5d6
 ARMOR CLASS: 9
 MOVE: 9"/15"
 HIT DICE: 1+1
 % IN LAIR: 30%
 TREASURE TYPE: Q (x4), I
 NO. OF ATTACKS: 1 weapon
 DAMAGE/ATTACKS:
 1-4 or weapon
 SPECIAL ATTACKS:
 Surprise on 1-4
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very to
 exceptional
 ALIGNMENT: Neutral
 SIZE: S (2 1/2' tall)
 PSIONIC ABILITY: 151 to 250
 Attack/Defense Modes:
 A,C/G,J
 LEVEL/X.P. VALUE:
 11/45 + 2/hp



The gripli resemble small, intelligent, humanoid tree frogs. They eat insects and fruit. Gripli hands and feet are adapted for easy movement through tree branches. They have 700-year life spans and produce few offspring. Gripli live in swamps and rain forests. Their gray-green skin gives them a natural camouflage (surprise on 1-4). They have ultravision for 10" which allows them to operate well both at night and in the daytime. Gripli are not warlike. They love bright colors and have been known to make raids on travelers to steal bright colored clothing for their huts. They defend themselves with snares, nets, poisoned darts and bolts, and occasionally a sword or dagger. A few (1%-2%) have psionic power.

A gripli lair is built on the ground and consists of mud and wood huts. In the lair there will be 5-30 males, an equal number of females, and 1-6 offspring (noncombative). Also, the tribe mother (AC 7; HD 3; DM 1d6+1 + a musk cloud once per day, treat as a *stinking cloud*) will be there with 1-3 mates (AC 8; HD 2; DM + 1d4+1 poison).

Grung

Climate/Terrain: Tropical and sub-tropical swamp

Frequency: Uncommon

Organization: Tribal

Active Times: Day

Diet: Carnivore

Intelligence: Average (8-10)

Treasure: C

Alignment: Lawful evil

Reaction Modifier: +1

Number Appearing: 4-48 (50-100)

Armor Class: 7

Movement: 9"/12"

Hit Dice: 1 + 2

THAC0: 18

Number of Attacks: 1 bite, 1 weapon

Damage per Attack: 1-3 (bite), 1-6 (weapon)

Special Attacks: Poison

Special Defenses: Nil

Magic Resistance: Nil

Size: Small (3 feet tall)

Morale: Steady (13)

Experience Value: 35 + 2/hp

Grung are highly territorial, toadlike humanoids that dwell in swamps and marshes. They bear a strong resemblance to frogs and other amphibians, and might in fact have evolved from them.

Physical Appearance: Standing about 3 feet tall, Grung have a lower body that strongly resembles a giant frog or toad, with powerful legs and large webbed feet. Their upper body, however, is more developed, with muscular forelimbs, opposable thumbs, and smaller, more humanoid-looking heads. They stand upright, and move with rapid, short hops. They are incapable of the prodigious leaps and jumps shown by frogs, toads or bullywugs, however. While evolution has given them intelligence and tool-using forelimbs, it's taken away the prehensile tongue that frogs have. In its place, the Grung's wide mouth is full of sharp carnivore's teeth.

Grung have the slick skin of other amphibians. Since they breath through their skin, they must keep it moist. Their coloration is like that of bullfrogs: dappled green and brown on their backs, shading to white or yellow on their bellies. Their eyes—smaller than their evolutionary forebears', and protected by bony ridges—are red with black pupils.

Males are slightly smaller than females, but both sexes are equally aggressive and dangerous.

Combat: Because they're small, Grung prefer ambush to frontal assaults. Their favorite tactic is to lie concealed until their enemies—whether travelers, or a group of Grung from another tribe—have wandered into the killing zone, then open fire with short bows and spears. These attacks are particularly deadly against non-Grung, because the creatures invariably poison their arrowheads and spear tips. This poison is secreted by the Grung's skin: before using a weapon, the Grung wipes it on its own skin to pick up the poison. The poison is highly toxic to non-Grung (save vs. poison or die unpleasantly in 1-4 minutes); Grung are immune. The poison breaks down quickly on contact with air, becoming inert in 10 minutes. The skin of a Grung also becomes non-poisonous 10 minutes after the creature is dead.

Although they prefer to use their bows and spears, Grung can deliver a nasty bite. Their saliva also contains poison, but at a much lower concentration than their skin: The saving throw is made at +2.

Grung die if their skin dries out. They must immerse themselves in water every three hours or suffocate, since their skin will not pass sufficient oxygen if it is dry. Such immersion must last at least one minute to be effective. The water around Grung settlements is tainted by their poisonous secretions. Any non-Grung drinking the water must save vs. poison at +3 or become nauseated for 2-8 rounds (attack and defend at -1).

Habitat/Society: Grung are warlike creatures, and extremely territorial. They typically claim all territory within a mile of their tribal settlement as theirs. Anyone unwise enough to enter this territory is a target for immediate attack. Grung from other tribes are also fair game; nasty little border wars between neighboring tribes are the rule. Most encounters with Grung are with wandering war bands.

Grung settlements are untidy collections of crude shelters, sometimes concealed inside large dead trees. Tribes number up to 100 individuals, with 25% of that number juveniles. Like the frogs from which they descended, Grung lay eggs, and their offspring go through a tadpole stage (AC 10; MV //12"; HD 1/2; #AT 1; Dmg 1; AL LE). Over a period of 3 months, the tadpoles absorb their tails and develop limbs, then climb out of the water and join the tribe as immature Grung. These immature Grung have 1-1 HD, and are able to move and fight from the moment they leave the water. They reach full maturity in another 6 months.

Grung tribes are matriarchal. War chiefs are all female, and the tribal chieftain is the strongest fighter among the war chiefs. Subordinate females may challenge the chieftain at any time to take her position; these challenges are always to the death. Each tribe also has a single female shaman of up to third level. War chiefs, shamans, and the chieftain herself are identified by ornaments made from the bones of enemies. Within the tribe, males are dominated and have no say in any decisions.

Grung occasionally take live prisoners—particularly other Grung. These prisoners and the bodies of their enemies form the main course at tribal feasts.

Grung speak their own language, and can communicate in a rudimentary way with frogs, toads, and other swamp-dwelling amphibians. They have no interest in learning the common tongue, or other demihuman and humanoid languages: Other creatures are for eating, not for talking to.

Niche: When they're not eating unwary travelers (or each other), Grung hunt rats and other swamp-dwelling mammals. They have few natural predators—the poison in their skin makes them a deadly meal. Certain giant snakes are immune to this poison, however, and these pose the greatest danger to the Grung. Grung are among the creatures most deadly to travelers in the Vast Swamp.

GRYPH

FREQUENCY: *Very rare*
NO. APPEARING: 1–6
ARMOUR CLASS: 6
MOVE: 21"
HIT DICE: 2–4
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2–12
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral evil*
SIZE: *S*
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
 2HD: 11/28 + 2 per hit point
 3HD: 11/50 + 3 per hit point
 4HD: 11/85 + 4 per hit point



The griffon is a bird with multiple legs — usually four, but specimens with six or even eight have been seen. It approximates to the size of an eagle and has a razor-sharp beak with powerful jaws. Its bite will inflict 2–12 hit points of damage and it will normally attack at high speed from high up in the shadows of an underground cavern. For purposes of aerial combat, it is manoeuvrability class B.

If 3 or more of these birds are encountered, one will be female and there is a 35% chance that she will be ready to lay her eggs. If such a female griffon attacks it will attempt to grapple its victim with its legs, and if a hit is scored, it will inject its small eggs into the bloodstream. Note that in such an instance, the beak is not used in the attack and the victim receives no damage — the eggs are injected through a thin tube which projects from the bird's abdomen.

If these eggs remain alive they will hatch in 1–3 days, killing the victim immediately and releasing 1–4 baby griffons. During this period the victim will feel slight discomfort and swelling of the abdomen, this increasing to an agonising intensity just prior to the hatching. In fact there are far more than 1–4 eggs in the victim — it is simply that number which survive the 1–3 day period.

Between the time the eggs are injected and the time of the hatching, the casting of *cure disease* or *dispel evil* on the victim will kill the eggs. Of course, a *wish* or similar spell will also have this effect, if used properly.

GUARDIAN FAMILIAR

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 8
MOVE: 12"
HIT DICE: 1 (9)
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1–6/1–4/1–4
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Animal*
ALIGNMENT: *Any (see below)*
SIZE: *S (see below)*
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
 VII/1,800 + 12 per hit point



The guardian familiar takes the form of a small black cat set to guard the treasure of a high-level wizard (thus the guardian familiar may be of any alignment — the same as that of its summoner). It will never leave its position on top of the treasure or chest, nor does it attack unless it is itself attacked or attempts are made to get at the treasure. If it attacks, it does so with two raking claws (1–4 hit points of damage each) and by biting with its sharp teeth for 1–6 hit points of damage. During its attack, the creature grows progressively larger, eventually resembling a bobcat; it reverts to normal size if melee is suspended — this appears to be a power of the creature designed to deter robbers.

The guardian familiar will have magic resistance which varies according to the experience level of its master. The familiar of a 10th level magic-user will have 50% magical resistance and the incremental variation will be 5% per level in either direction, so the familiar of a 6th level magic-user will have 30% magic resistance and the familiar of a 15th level magic-user will have 75% magic resistance. Note that a magic-user of 4th level or below will not be able to secure the services of a guardian familiar.

The guardian familiar has nine lives (and is the creature upon which the traditional 'cat with nine lives' legend is built). Each time it is slain, up to the 9th time, it is instantaneously reborn, stronger than before. At each rebirth, add 1 to its number of hit dice (re-rolling hit points), add 2" to its movement, improve its AC by 1 and add one point of damage to each of its attacks. Thus when the guardian familiar has been slain four times it will be reborn at '5th level' — it will have AC4, a movement rate of 20", 5 hit dice and will deliver 5–8/5–8/5–10 hit points of damage with its attacks. This 'pyramiding of powers' can be stopped by the following spells (or powers which duplicate their effects) so long as the creature's magic resistance is overcome:— *disintegrate*, *flesh to stone*, *temporal stasis* and of course *wish* and *alter reality* (if used properly). *Holy (Unholy) word* will banish the creature back to its plane of origin.

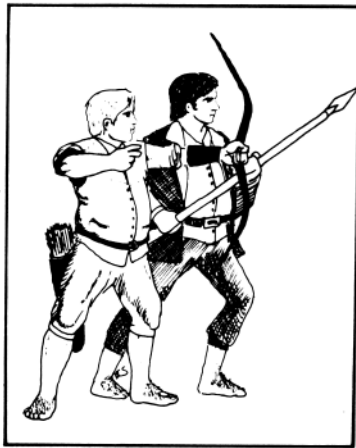
If attackers choose to break off melee at any time, the guardian familiar will not pursue but will return to continue its duties.

The guardian familiar should not be confused with the normal familiar, as delineated in the first level magic-user spell *find familiar* (see **ADVANCED DUNGEONS & DRAGONS PLAYERS HANDBOOK Character Spells**). Its means of summoning, though they involve the casting of the *find familiar* spell, are known only to a small group of arcane magicians (and those few who they train in their specialist art) and are believed to involve bargaining with the denizens of the *Outer Planes* on which the guardian familiars dwell.

Naturally, the guardian familiar will, if killed a ninth time, remain dead and will not rise again.

HALFLING

FREQUENCY: Rare
NO. APPEARING: 30-300
ARMOR CLASS: 7
MOVE: 9"
HIT DICE: 1-6 hit points
% IN LAIR: 70%
TREASURE TYPE: Individuals K, B
in lair
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
 or 1-6
SPECIAL ATTACKS: +3 with bow
 or sling
SPECIAL DEFENSES: Save at 4
 levels higher
MAGIC RESISTANCE: As above
INTELLIGENCE: Very
ALIGNMENT: Lawful good
SIZE: S (3+ ' tall)
PSIONIC ABILITY: Nil*



Attack/Defense Modes: Nil*
 *possible to exist in unusual characters

Halflings are basically hard-working, orderly and peaceful citizens of communities similar to humans — although their villages usually contain many burrow homes as well as surface cottages. For every 30 halflings encountered there will be two 2nd level fighters. If more than 90 are encountered there will be an additional leader of 3rd level fighting ability. If more than 150 are encountered there will also be the following additional halflings in the group: one 4th level fighter, two 3rd level fighters and three 2nd level fighters. If encountered in their lair there will be females and children equal to 100% and 60% respectively of the adult males indicated. A typical halfling lair will be in pastoral countryside.

The usual protection worn by halflings consists of padded or leather armor. Halflings are typically weaponed as follows:

small sword and short bow	10%
small sword and spear	10%
short bow	10%
sling	20%
small sword	10%
spear	20%
hand axe	20%

All halflings of above normal level will have armor class 6, while those of 3rd or 4th level will have armor class 5 and 4 respectively. All such higher levels will have a 10% chance per level of having magic armor and/or miscellaneous weapons.

Halflings encountered in their lair will have from 1-4 dogs (treat them as wild dogs for statistical purposes) per halfling.

The magic and poison resistance of halflings causes them to save at four levels above their actual. They are exceedingly clever at both quiet movement and hiding. They will surprise on a die roll of 1-4 on a 6-sided die. In natural terrain they must be treated as invisible if they have any form of vegetation in which to conceal themselves. They have no infravision. They shun water.

Halflings speak their own language, their alignment tongue, and the common speech. In addition they speak the language of gnomes, goblins, and orcs.

Description: Of ruddy complexion, halflings tend toward brown or sandy brown hair coloration, and have brown or hazel eyes. Their dress is usually colorful, but their trousers and coats are likely to be serviceable grey, tan, or brown material. Halflings have a life expectancy of 150 or more years.

Talfellow: A taller (4 +'), slimmer halfling, with fairer skin and hair. Talfellows are very rare. They use more armor (AC 6), ride ponies and carry more spears. It is possible for exceptionally strong (17, 18) talfellows to work to 5th or 6th level of fighting ability. They can speak elvish and are very friendly with elves. They live for about 180 years on the average.

Stout: This kind of halfling is a bit smaller (3½ +') and stockier than the typical (hairfeet). They use more armor also (AC 6), and employ morning stars in addition to the usual halflingish arms. Very strong stouts (18) are able to work up to 5th level fighting ability. Stouts have infravision and can detect sloping passageways. They have no fear of water and can swim. These halflings are able to speak dwarvish and enjoy dwarven company. Stouts reach the age of 200 or more years.



HANGMAN TREE

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3/5
 (appendages)
MOVE: 0" (effectively)
HIT DICE: 61 hp/year
% IN LAIR: 0%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 3
DAMAGE ATTACK: 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 1% per year of age
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: L (20"+ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1600 + 8/hp

The hangman tree is so named for its rope-like appendages. These sinewy vines resemble nooses at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to subtropical climes. Their shallow root systems and small numbers of leaves require them to supplement their nutrition by direct ingestion of protein. Thus, each tree traps prey. A hangman tree can move very slowly, its effective movement being but a few feet per day once fully grown. Saplings* move about 6 feet per hour, mature trees at about one-third that rate. All are solitary. During freezing weather, a taproot is put down and the tree is dormant. A hangman tree has no interest in any sort of treasure, and as each moves constantly, it is unlikely that any treasure will be found near one, although indigestible items will be expelled from the belly-trunk periodically. The tree attacks by dropping its noose-like appendages around prey. Although each tree has 6-9 appendages, only 3 can be controlled at one time. It takes 13-20 points to sever and destroy a vine. This is exclusive of damage to the tree proper. When in contact with a victim, the vine-like appendage is drawn tight. From 1-3 points of damage accrue to the victim each round as the vine tightens and lifts the prey (up to 1000 pounds) to the upper trunk opening. This requires 4 full rounds. On the 5th round, the victim is dropped into the acidic secretion contained within the barrel of the trunk of the hangman tree. The victim will suffer 3-12 points of acid damage per round until dead, and then digestion takes place. Escape from the trunk-stomach is nearly impossible due to sharp growths which surround the top opening and point down and inward. About 3 man-sized victims can fit within the tree's digestive cavity at one time.

Each hangman tree has a hallucinatory perfume which it can release at will, usually doing so while prey is 30-80 feet distant. This will cause victims to believe the tree to be some ordinary sort of quickwood or treant, etc. A tree of this sort can speak haltingly in Common learned over the years. Each also has a magic resistance based on its age because it draws power from the environment. Lightning or electricity will cause double damage if used to attack the tree. Extreme cold will shock the tree into dormancy until it thaws out. Darkness also causes it to slow down its activity, although it still functions at half efficiency.

A hangman tree resembles a thick oak with few branches and sparse foliage. There are knot-like protruberances where the sensory organs are, usually high on the trunk. The lower trunk will show a scar-like place for expulsion of indigestibles.

*Optional guide for tree ages: noncombatant sprout, 1-10 years; sapling, 11-25 years; mature tree, 26-75 years; old tree, 76-150 years; ancient tree, 151+ years.

HARPY

FREQUENCY: Rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 7
 MOVE: 6"/15"
 HIT DICE: 3
 % IN LAIR: 25%
 TREASURE TYPE: C
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-6
 SPECIAL ATTACKS: Singing & charm
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Harpies have the bodies of vultures but the upper torsos and heads of women. They are voracious carnivores and foul creatures. Those that dwell along seacoasts are generally known as sirens. All harpies are able to emit sweet-sounding calls. Any creature hearing these calls will proceed towards the harpies unless they save versus magic. Similarly, the touch of a harpy charms those creatures which fail to make their saving throw versus magic. The harpies attack, torture, and devour their charmed prey. What they do not want they foul with excrement. A harpy attacks with her vulture claws and some form of weapon — often a bone club or some weapon left from one of her former victims. They speak their own language and none other.

HAUNT

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0/victim's AC
 MOVE: 6"/as possessed victim
 HIT DICE: 5/victim's hp
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1/1, as 5 HD monster
 DAMAGE/ATTACKS: See below/by weapon
 SPECIAL ATTACKS: Possession
 SPECIAL DEFENSES: See below/none
 INTELLIGENCE: Non-
 ALIGNMENT: Any
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: IV/165 + 5/hp



(Note: Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when within a possessed victim.)

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 6" of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release.

Haunts can assume either of 2 forms, at will: a hovering, luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken.

A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess it. Once a body is possessed the dexterity will return to normal.

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The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the possessed victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim's neck on a successful to-hit roll. The victim will then take 1 point of damage the first round, 2 the second, 4 the third, and so on, doubling each round, until the victim is dead or the haunt is driven off.

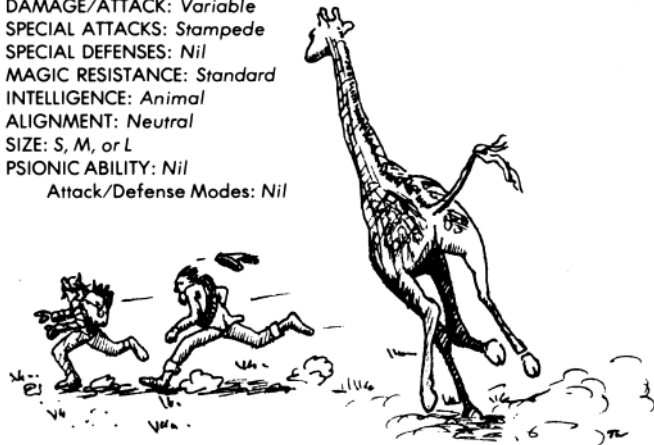
Haunts may not be turned because they are linked to the site of their deaths. When in their natural forms, haunts can be struck only by silver and magical weapons and by fire. Weapons cause only 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, and magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in 1 week to haunt its location again until its task is completed. Exorcism will destroy a haunt forever.

Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are an exorcism or a *hold person* spell. When a *hold person* spell is used, the haunt must save vs. paralyzation or it will be expelled from the body.

A haunt must remain within 6" of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

HERD ANIMAL

FREQUENCY: Common
 NO. APPEARING: 20-200 (or more)
 ARMOR CLASS: 8-7
 MOVE: 15" to 24"
 HIT DICE: 1-5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Variable
 DAMAGE/ATTACK: Variable
 SPECIAL ATTACKS: Stampede
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S, M, or L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Herd animals live in all climes — musk oxen and reindeer at the North Pole, giraffe and antelopes at the equator. The smallest will have but 1 hit die, the largest will have 5. Attacks are simply a matter of the animals' in question modes of defense (horns, butting, hooves, flight). Damage is a factor of defense (attack) mode and size/strength. As herd animals are not aggressive, they will stampede away from what they perceive to be the greatest threat to their safety. Humans or humanoids of about man-size or less, will be trampled to death if caught in the path of a stampede.

HIPPOCAMPUS

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 5
 MOVE: 24"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic good*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The hippocampus is the most prized of marine steeds, for they are strong, swift, and intelligent. They differ from the normal seahorse in that they have a long rear body similar to that of a great fish, and the hippocampus has forelegs ending in powerful fins. Their bodies are covered with fine scales in the fore parts, large scales elsewhere. They speak their own language and can learn another if properly trained. Tritons are often found in possession of these creatures.

HIPPOGRIFF

FREQUENCY: *Rare*
 NO. APPEARING: 2-16
 ARMOR CLASS: 5
 MOVE: 18"/36"
 HIT DICE: 3 + 3
 % IN LAIR: 10%
 TREASURE TYPE: *Q (x5)*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/1-10
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Hippogriffs dwell only in places uninhabited by men, generally nesting on rocky crags and similar places. They are fierce fighters and will defend themselves resolutely. As the hippogriff is an omnivore, it will never be found with pegasi. Griffons will attack and eat hippogriffs on occasion. The hippogriff is able to fight well with its two great fore claws and powerful beak, however, and they are not easy prey. If encountered in their lair (nesting area) they will attack immediately. There will be one nest for every 2 creatures, each nest containing 1 or 2 eggs or fledglings. Hippogriff eggs are valued at 1,000 gold pieces each on the open market, fledglings at 2,000 to 3,000 gold pieces.

HIPPOPOTAMUS

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-12
 ARMOR CLASS: 6
 MOVE: 9"/12"
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12 or 3-18
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

As their name implies, hippopotomi are found in rivers and lakes of tropical regions. They are herbivores, but they aggressively defend their own territory. A hippo' bites with exceedingly strong jaws, and a bull will do 3-18 hit points of damage/attack. There will be 1-3 bulls in a herd, 1 for every 4 animals. If a boat or canoe passes over submerged hippopotomi there is a 50% chance that a bull will emerge under it and tip the craft over. Hippopotomi travel underwater by running along the bottom. They can stay submerged for 15 minutes.

HOAR FOX

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOUR CLASS: 6
 MOVE: 15"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Breath weapon*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S (4' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 11/28 + 2 per hit point



Inhabitants of cold regions, hoar foxes are usually encountered in small packs and are rarely (10% chance) aggressive unless threatened. However their pelts, of beautiful silver-grey fur, are regarded as very valuable — an undamaged specimen will command 100 gold pieces on the open market — and for this reason they are often threatened by adventurers.

Though they bite in attack for 1-6 hit points of damage, their main weapon is a breath weapon — a cone of *cold* with a range of 30', only wide enough to catch one victim. The *cold* does 2-12 hit points of damage (a saving throw will halve the damage). For the purpose of the breath attack, the victim's AC is treated as 10 (though modifiers for dexterity are permitted).

The hoar fox is immune to cold-based attacks but takes double damage from fire (and fire will, of course, render the pelt valueless).



HOBGOBLIN

FREQUENCY: *Uncommon*

NO. APPEARING: 20-200

ARMOR CLASS: 5

MOVE: 9"

HIT DICE: 1 + 1

% IN LAIR: 25%

TREASURE TYPE: *Individuals J, M,*

D, Q (X 5) in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or by
weapon

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful evil*

SIZE: *M (6½' tall)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Tribal bands of hobgoblins are likely to be encountered nearly anywhere as these creatures are equally at home in sunlight or subterranean setting. They fight well in full daylight and have infravision (60') so as to be able to fight in total darkness as well. Each tribe is jealous of its status, and if two tribal bands of hobgoblins meet there will be at least catcalls and derision (85%) and open fighting might break out (15%) unless a strong leader such as a powerful monster or fighter or evil high priest, etc. is on hand to control them. Similarly, the hobgoblins will bully nearby orcs or goblins given the opportunity, and hobgoblin leaders are sometimes used in bodies of goblins or orcish troops to keep them in order and drive them into battle.

The better known (more infamous) hobgoblin tribes include: rippers, leg breakers, skull smashers, flesh renders, marrow suckers, flayers, and slow killers.

For every 20 hobgoblins in a group there is a leader (sergeant) and 2 assistants. These hobgoblins will have 9 hit points each. If 100 or more hobgoblins are encountered there will be the following additional figures with the group: a subchief (armor class 3, 16 hit points, and 1 + 2 damage (3-10 hit points)). These additional hobgoblins fight as 3 hit dice monsters. If hobgoblins are encountered in their lair there will also be, in addition, a chief and 5-20 bodyguards. Hobgoblin chiefs are armor class 2, 22 hit points, do 2-11 hit points of damage, and fight as 4 hit dice monsters. Their bodyguards are the same as those of sub-chiefs. There are females and young in the lair equal to 150% and 300% respectively of the number of males.

Hobgoblin lairs are underground 80% of the time and above ground 20% of the time. In the latter case the lair will be a village with a ditch, rampart, and palisade of stones, earth and logs. There will be two gates and 3-6 guard towers. The dwellings inside are usually a mixture of wood and stone. As they seek to build on the ruins of human or other more sophisticated creatures, a hobgoblin village may be of better construction than indicated, possibly having solid stone works, buildings or a keep. In any event, hobgoblins will have 2 heavy catapults, 2 light catapults, and 1 ballista per 50 warriors. If the lair is underground, there is a 60% chance that there will be from 2-12 carnivorous apes (qv) as guards.

Hobgoblins have the following typical weapon distribution.

sword and composite bow	20%
sword and spear	10%
sword and morning star	5%
sword and whip	5%
polearm	30%
spear	10%
morning star	20%



Leaders will always bear two weapons. The tribal standard will be with a sub-chief 20% of the time. It is always present with the chief. The tribal standard causes hobgoblin warriors within 6" to fight harder, thus giving them +1 on their attack dice rolls and +1 on morale (reaction) dice rolls.

If elves are nearby, hobgoblins will attack them in preference to any other troops because of the great hatred they bear.

Hobgoblins are highly adept at mining, and they can detect new construction, sloping passages, and even shifting walls 40% of the time.

Most hobgoblins speak goblin, orcish, and the rudimentary tongue of carnivorous apes in addition to their racial and alignment languages. 20% of hobgoblins can speak the common tongue as well.

Description: The hairy hides of hobgoblins range from dark reddish-brown to gray black. Their faces are bright red-orange to red. Large males will have blue-red noses. Eyes are either yellowish or dark brown. Teeth are yellowed white to dirty yellow. Hobgoblins favor bright, bloody colors and black leather. They keep weapons well polished. Hobgoblins live for 60 years.

Koalinth: A marine species of hobgoblin with gills. They are similar to their land-dwelling cousins in most respects. They dwell in shallow water in caverns and sea caves. They use spears and pole arms adapted to their marine environment. Koalinth speak only their racial language (hobgoblin) and lawful evil. They prey on any available creatures. Koalinth are of lighter coloration, having green faces, and have webbed hands and feet.



HOMONCULOUS

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 6"/18"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Bite causes sleep
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: See below
ALIGNMENT: See below
SIZE: S (1½')
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



This creature is created and animated through a special process by a magic-user and an alchemist (described hereafter). The homonculous travels on its hind legs or by flying. Its bite causes 1-3 points of damage, and forces the victim to save versus magic or fall into a comatose sleep which lasts for 5-30 minutes. The creature makes all of its saving throws at the same level as its creator. Although the homonculous cannot speak, it knows what the magic-user knows, and the latter is able to see and hear through the creature's eyes and ears. There is a telepathic link between the magic-user and his creature, and the homonculous can be controlled up to 48" away from its master. It will never willingly pass from this maximum range. If the homonculous is killed the magic-user immediately suffers 2-20 points of damage.

When a homonculous is desired the magic-user must hire an alchemist, and the latter will require from 1-4 weeks to create fluids for forming the creature. This will cost 1 pint of the magic-user's blood and 500-2,000 gold pieces. The magic-user must then cast a *mending spell*, a *mirror image*, and a *wizard eye* upon the fluid to form the homonculous.

Description: When the homonculous is finished it will be man-like in form, about 18" tall, have a greenish, reptilian skin, leathery wings, and a bat-like mouth with teeth passing on a venom which causes sleep unless the party bitten saves vs. magic.

HOOK HORROR

FREQUENCY: *Rare*
NO. APPEARING: 2-12
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 5
% IN LAIR: 20%
TREASURE TYPE: P
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: L (9' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 1V/90 + 5 per hit point



Large, powerful bipeds, hook horrors have vulture-like heads and a hard plated exoskeleton which is mottled grey in colour. They inhabit deep underground corridors and chambers.

Though their vision is very poor, their hearing is extremely acute and there is only a 10% chance of surprising a hook horror. The creature's arms end in sharp hook-like talons which it uses in melee, each inflicting 1-8 hit points of damage.

A hook horror cannot speak but communicates with others of its kind by making clacking noises with the exoskeleton — an eerie sound which can alarm the unwary as it echoes around dungeon corridors.

HORNET, Giant

FREQUENCY: *Uncommon*
NO. APPEARING: 1
ARMOR CLASS: 2 in flight
 4 when settled
MOVE: 24"
HIT DICE: 5
% IN LAIR: 70%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Poison, incapacitation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi*
ALIGNMENT: *Neutral*
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 1V/165 + 5 per hit point



This very aggressive creature has a 5' long body and wings with a span of 10' or more. It will attack on sight with a vicious sting which has the following effects if it hits:

- 1-4 hit points of damage;
- 5-30 poison damage (save negates); and
- incapacity for 2-12 hours (save also negates).

One saving throw is rolled for each of the poison and incapacitation effects.

The natural habitat of the giant hornet is coniferous forest, though from time to time one will be encountered underground.

Smoke and flame will reduce the effectiveness of the hornet's attack, causing it to strike at -2 and -4 hit probability respectively. Fortunately for its potential victims, the creature's buzz is loud and can be heard 150' away in dungeon corridors (this range is halved for each intervening door up to three doors).

For purposes of aerial combat, the giant hornet is manoeuvrability class B.

HORSE

	Draft	Heavy	Light	Medium	Pony	Wild
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
NO. APPEARING:	1	1	1	1	1	5-30
ARMOR CLASS:	7	7	7	7	7	7
MOVE:	12"	15"	24"	18"	12"	24"
HIT DICE:	3	3 + 3	2	2 + 2	1 + 1	2
% IN LAIR:	Nil	Nil	Nil	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil	Nil	Nil	Nil
NO. OF ATTACKS:	1	3	2	3	1	1
DAMAGE/ATTACK:	1-3	1-8/1-8/ 1-3	1-4/1-4	1-6/1-6/ 1-3	1-2	1-3
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Std.	Std.	Std.	Std.	Std.	Std.
INTELLIGENCE:	Anl.	Anl.	Anl.	Anl.	Anl.	Anl.
ALIGNMENT:	Ntl.	Ntl.	Ntl.	Ntl.	Ntl.	Ntl.
SIZE:	L	L	L	L	L	L
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil	Nil

Various forms of horses are found nearly everywhere. They are panicked by raging fire, sudden movement, loud noises, or strange smells 90% of the time. Note, however, that warhorses are only 10% likely to panic, rear, and run away. Ponies and wild horses can be trained for war, about 10% of these animals being fit for such training. A pony will never fight well, but it will be less likely to panic.

Warhorses fight on the second and succeeding rounds of melee, as long as their rider remains mounted. Their attack consists of two hoof thrusts and a bite.

draft horse	4,000/8,000
heavy warhorse	5,000/7,500
light warhorse	3,000/5,000
medium warhorse	4,000/6,500
pony	2,000/3,000
wild horse	3,000/6,000

Horses (and ponies) are not sufficiently agile to take into dungeons.

HOUD OF ILL OMEN

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS:
Not applicable
MOVE: *Not applicable*
HIT DICE: *Not applicable*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *Special*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *M (5' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: *Not applicable*



One of the legendary beasts whose appearance traditionally portends death, this creature appears in the form of a dark, shadowy wolf-hound, 5' tall at the shoulder. It appears instantaneously and remains in view only for a few seconds during which time it is only visible to one member of a party of adventurers. Because of its brief appearance and shadowy form, it cannot be harmed in any way, and it is rumoured that only one of these creatures exists.

The person sighting the hound will hear it emit a booming howl before it vanishes again. The character has no saving throw against the effects of the howl, though if *remove curse* is cast on the victim within one turn the effects of the howl will be halved.

The howl has this effect: the next 1–10 wounds suffered by its victim (1–5 if *remove curse* has been cast) do quadruple damage on him. If he survives, the victim will take no further effect from the howl, but until the requisite number of wounds has been taken no healing (*cure wounds* spells, for instance) will have any effect on him.

It is said that the hound only appears if a character has seriously offended his deity, for example by a flagrant act out of alignment.

HYDRA

FREQUENCY: *Uncommon*
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 5 to 12
% IN LAIR: 20%
TREASURE TYPE: B
NO. OF ATTACKS: 5 to 12
DAMAGE/ATTACK: 1-6, 1-8, or 1-10 according to size
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Hydrae are reptilian monsters found in marshes, swamps, and similar places, as well as in subterranean lairs. Their large, four-legged bodies are surmounted by from 5 to 12 heads (roll an 8-sided die to determine number). Each head has 1 hit die of a full 8 hit points. When all of a hydra's heads are killed, the body dies, but not until each and every head is killed. The hydra attacks according to the number of heads it has, each head being considered as a hit die. Thus, a hydra of 7 heads attacks as a monster of 7 hit dice. It is possible for the hydra to attack several opponents at once, and up to 4 heads are able to attack the same target simultaneously. Damage scored is based on the number of heads the hydra has: hydrae of 5 or 6 heads do 1-6 hit points of damage/attack, those with 7 to 10 heads score 1-8 points of damage, and hydrae with 11 or 12 heads do 1-10 hit points of damage.

Description: Hydrae are gray brown to blackish brown with lighter underbellies tinged towards yellow or tan. Their eyes are amber to orange. The teeth are yellowish white.

Lernaean Hydra: These creatures are very rare. The lernaean hydra is indistinguishable from a normal hydra until it is attacked. Every time one of the heads of these creatures is cut off or killed, it grows two new ones in 1-4 melee rounds unless fire is applied to the dead member or neck stump. Thus, a 5-headed lernaean hydra could grow to a 12-headed monster in a single combat, gaining the appropriate hit dice and attack potential in the process.

Pyrohydra: Pyrohydrae also appear quite similar to normal hydrae, although their coloration may be tinged with more red. They seldom exceed 7 heads, 10% having 8, and no 9-headed pyrohydra has ever been recorded. Each head of a pyrohydra is able to breathe fire twice per day, the breath shooting out in a cone ½" diameter at the mouth, 1" diameter at the end, and 2" long. This fire causes 8 hit points of damage (4 if saving throw versus dragon breath is made). They can, of course, strike normally as well.

THESSALHYDRA

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 12"
HIT DICE: 12 (body)
% IN LAIR: 50%
TREASURE TYPE: *See below*
NO. OF ATTACKS: Up to 10
DAMAGE/ATTACK: 1-6 (x8)/1-12/1-20
SPECIAL ATTACKS: Acid saliva and spitting
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: L (36' long, 20' tall)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/nil*
LEVEL/X.P. VALUE: IX/5800 + 16/hp



The dreaded thessalhydrae are monsters which love dark and damp conditions, so they are typically encountered in swamps, jungles, and subterranean lairs.

Normal attack is from the fringe of snake-like heads which ring the vast main mouth of the thessalhydra. Each bite inflicts 1-6 points of damage plus an additional 1-6 unless the victim saves vs. poison. In addition, the main mouth bites for 1-20 points plus another 1-20 points of acid damage unless a saving throw vs. poison succeeds. The tail pincer is

used to grasp an opponent, inflict 1-12 points of damage in the process, and then deposit the victim in the gaping central maw during the same round.

Each head in the fringe is some 6 feet long, so many creatures can be attacked during a melee round. Fringe heads each take 12 points of damage to sever. Thessalhydrae regenerate lost fringe heads in 12 days. Damage to fringe heads does not harm the body. Once per day a thessalhydra can spit a glob of acidic saliva from its main mouth. The area covered is effectively a 12-foot diameter circle up to 3" distant from the monster. Creatures within this area will sustain 12-72 points of acid damage and half damage if a saving throw vs. poison is successful. Acids of any sort, including poisonous acids, have no effect upon a thessalhydra.

Note that items placed in the central maw are usually destroyed, as each owner must save vs. acid and crushing blows every round until the items are removed.

HYENA

	Hyena	Giant (Hyaenodon)
FREQUENCY:	Common	Very rare
NO. APPEARING:	2-12	2-8
ARMOR CLASS:	7	7
MOVE:	12"	12"
HIT DICE:	3	5
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	3-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	M	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Hyenas are pack animals dwelling on warm plains. They are hunter/scavengers with very strong jaws and aggressive if hungry.

Hyaenodons are simply huge (prehistoric) hyenas.

HYBSIL

FREQUENCY: Rare
NO. APPEARING: 1d6 x 10
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 1-1
% IN LAIR: 30%
TREASURE TYPE: I
NO. OF ATTACKS: 1 weapon
DAMAGE/ATTACK: 1-4 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +4 to all saving throws
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to very
ALIGNMENT: Lawful good
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: 11/22 + 1/hp



These small antelope centaurs look like a cross between a centaur and a pixie, brownie, or sprite. They speak Hybsil, Elf, and Common. Bugbears, ogres, and especially gnolls are their mortal enemies. They are often on friendly terms with most 4-legged mammals, including antelopes, zebras, deer, and horses.

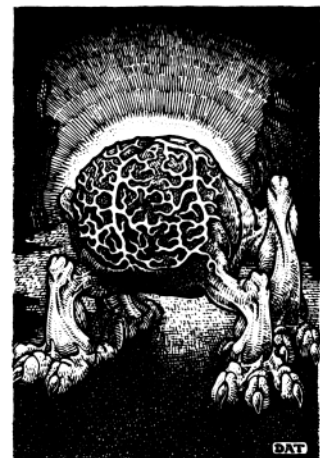
In combat, they use short daggers, but their main weapons are their arrows. These cause 1-4 points of damage and are coated with a rare plant juice that causes sleep for 1-4 hours (save vs. poison at -4). Hybsils add +4 to all their saving throws because of their hearty constitutions.

Hybsils live in large families or close-knit tribes in temperate or subtropical grasslands. They are seminomadic and may roam over vast areas or live an entire lifetime within a small thicket or grove. The tribal leader will be a witch doctor capable of either druid (60%) or magic-user (40%) spells and a casting ability of up to 7th level.



INTELLECT DEVOURER

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 6 + 6
% IN LAIR: 60%
TREASURE TYPE: D
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4 (X 4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: 200
Attack/Defense Modes: C, E/F, G



The intellect devourer is one of the most feared of monsters. They are found dwelling deep beneath the ground or in dark and dismal lairs in the wilderness. Although they are able to attack with their great claws, their primary offensive means is psionic, for they subsist on the psychic energy of their prey — whether gained from the dying shriek or by more subtle means. If psionic energy (from abilities or magical means) is in use nearby (6") they will stalk the user, seeking a time to attack him alone and by surprise. The monster then leaps upon his victim, tearing with his claws and psionically attacking with ego whip or id insinuation. If psionically successful the 'devourer will then house itself within the mindless body, seeking to deceive others by assuming the character of the person it has slain. The intellect devourer will then seek opportunities to attack and devour others.

They are able to hide in shadow as well as a 10th level thief. Normal weapons and most spells have no effect upon these monsters. Magical weapons +3 or more cause 1 point of damage upon them when they hit. Bright light will drive them off, and a protection from evil will keep them at a distance. Fireballs serve only as a bright light, but lightning bolts will cause them pain and some small damage (1 point per die of lightning bolt strength). A death spell has a 25% chance of success, and a power wordkill will slay them. Of course, they can be psionically attacked, and their psionic strength of 200 total makes this not too difficult. However, if seriously threatened they will seek to flee and save themselves.

Their awareness extends to the astral and ethereal planes, and intellect devourers often roam the astral and ethereal planes. They are able to speak any human language.

ICE LIZARD

FREQUENCY: *Very rare*
NO. APPEARING: 1–4
ARMOUR CLASS: 1
MOVE: 9"/15"
HIT DICE: 3+3
% IN LAIR: 30%
TREASURE TYPE: G
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1–6/1–3/1–3
SPECIAL ATTACKS:
Spells; breath weapon
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE:
80% (but see below)
INTELLIGENCE: Low
ALIGNMENT: *Chaotic evil*
SIZE: S (3' long)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
V/255 + 4 per hit point



The ice lizard appears as a small (3' long) winged lizard, though it can *polymorph self* twice per day (for a duration of two hours each time) into the form of a white dragon (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** – *Dragon, White*). It can also cast *sleep* and *fear* twice per day each.

Although highly resistant to most forms of magic, it is somewhat susceptible to *charm* and *hold* (–2 on saving throw in each case).

It can use a cold breath weapon (as the white dragon) for 2–16 hit points of damage up to three times per day. Otherwise it attacks with its two claws (1–3 hit points of damage each) and a bite which inflicts 1–6 hit points of damage.

The ice lizard lives in cold regions underground and is dull silver in colour. In its natural form it is manoeuvrability class C, but in white dragon form it becomes class E.

Ingundi

Climate/Terrain: Temperate wilderness forest
Frequency: *Very rare*
Organization: Solitary
Active Times: Night
Diet: Carnivore
Intelligence: Low (5-7)
Treasure: D
Alignment: Chaotic evil
Reaction Modifier: –2

Number Appearing: 1
Armor Class: 6
Movement: 6"
Hit Dice: 3 + 2
THAC0: 16
Number of Attacks: 2 claws, 1 bite
Damage per Attack: 1-6 (claw) x 2, 1-12 (bite)
Special Attacks: Spell use (see below)
Special Defenses: Nil
Magic Resistance: Nil
Size: Medium (5-6 feet tall)
Morale: Regular (10)
Experience Value: 100 + 4/hp

The ingundi is an intelligent humanoid reptile.

Physical Appearance: In its true form, the ingundi is similar in appearance to a small lizard man—a lightly-built, bipedal reptile standing five to six feet tall, with a tail which balances its upper body. Its mouth is wider than a lizard man's, however, and filled with sharp, rending teeth. Its forelimbs, though slimmer and weaker, bear long and hideously sharp claws. Color ranges from a light green on the back to a pale yellow-white on the creature's belly. Its small eyes are yellow with large black pupils. The ingundi wears no clothes or ornaments of any kind.

The ingundi rarely appears in its true form, however. It has a well-developed *change self* power and typically appears as some other, more innocuous, creature. When hunting humans or demihumans, it appears as an attractive individual of the same race (but opposite sex) as its prospective victim.

Combat: The ingundi uses its innate powers to pick out a victim and lure that individual away from the herd or group, where it can kill and eat its chosen prey at leisure. The creature has evolved a powerful form of ESP. With this, it picks out of its chosen victim's mind the image of the individual the victim most wants to meet romantically. Then, using its power of *change self*, it takes on the appearance of the desired individual. The ingundi can take the form of any creature ranging in size from that of a large dog to that of a bear. The incubus can use the ability twice per day, and the effect lasts for 1d10 + 10 rounds, unless dispelled before that time.

In this form, the ingundi approaches its selected victim and tries to engage him or her in conversation (or courtship ritual, for non-speaking prey). Conversation or courtship allows the creature more intimate contact with the victim's innermost desires. Playing on these desires, the creature casts a strong *charm person* spell (or *charm monster*, whichever is applicable) on its victim. Because the creature has access to the depths of its target's mind, the victim receives a –2 penalty on its saving throw.

If the spell is successful, the ingundi attempts to lead the victim away from his or her companions, to a place where it can slay and eat the victim in private. It also entices the victim to remove any armor he or she may be wearing. The creature's first attack is at +4 to hit, and the victim receives no attack on that first round. Thereafter the *charm* is broken, and the victim can defend and attack normally.

The ingundi's ESP power can be blocked by magical spells affecting the mind (e.g., *mind blank*). The ingundi can't *charm* a potential victim whose mind is so shielded. Obviously, an ingundi won't approach an individual whose thoughts it's unable to read. If, however, the shield is erected after the ingundi has started its approach, it will withdraw as quickly as it can without giving away its true nature.

If somebody other than the victim witnesses the ingundi's discussion with the victim, they hear a one-sided conversation—the victim is carrying on his or her side of the dialogue, but the other figure (the ingundi) is silent. This is because the ingundi isn't actually speaking—it's generating the conversation within the victim's mind. Witnesses to this exchange are immune to the creature's *charm*; only the initially selected target can fall victim to it.

If the *charm* fails, or if someone else intervenes, the ingundi will try to flee. It will only fight if cornered.

Habitat/Society: The ingundi is a solitary creature. It typically makes its lair inside a dead tree or among the roots of a live one. Individuals willingly approach each other only to mate, and then only once per year in the depths of winter. The female lays a single egg in a concealed and sheltered area, then totally ignores it. The egg hatches after 12 weeks. The young ingundi is barely two feet long from nose to tail, but from birth it can fend for itself, having full *ESP*, *change self*, and *charm* abilities. (It can only use these abilities on small animals, however). It grows quickly, reaching full size in six months.

Although the ingundi's powers work well on humans and demihumans, such beings aren't the ingundi's usual prey. Normally, the ingundi reads the minds of other forest creatures—deer, for example—and uses its *change self* ability to appear as a harmless member of its victim's species (for example, if it's after a stag, it might appear as a doe; if it's after a doe, it might appear as a fawn). In this form, it draws close to its victim and touches it. With this touch, the ingundi casts its *charm*. Normal (i.e., non-monstrous) animals receive no saving throw against this *charm*. The ingundi then leads its victim away, to slay and eat at its leisure.

The ingundi has few natural enemies. There are creatures that would eat it if they recognized it for what it was, but the ingundi's *ESP* and *change self* abilities can be used defensively as well. Unless it's surprised, the ingundi will detect the thoughts of a creature hunting it, and will take on the form of a creature the hunter would not eat.

The ingundi has no language; individuals communicate by reading each other's thoughts.

Niche: The ingundi is at or near the top of the food chain. It's an efficient predator, preying on creatures from deer to traveling humans and demihumans. It produces nothing. Some sages believe that incubus populations are partially responsible for the dire reputations of Fellreev Forest and Hornwood.

IMORPH

FREQUENCY: *Very rare (at best)*

NO. APPEARING: 1

ARMOUR CLASS: 5 (*see below*)

MOVE: 6" (*see below*)

HIT DICE: 5 (*see below*)

% IN LAIR: 10%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1–4/1–4

SPECIAL ATTACKS: Nil

SPECIAL DEFENCES: *See below*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Animal*

ALIGNMENT: *Neutral*

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defence Modes: Nil

LEVEL/X.P. VALUE:

III/130 + 5 per hit point

The natural form of this beast is a grey-green lumpy cylinder about 4' high and 2' average diameter. A short single leg trails behind the main body and has a suction cup like that of a snail. Other similar suction cups under the main body itself permit the beast a jerky mode of locomotion. Two 5' long tentacles emerge from the top of the body but there are no apparent eyes, ears or other features — indeed the whole creature is a constantly-changing mass of a rubbery, dough-like substance the same colour as bilious human flesh.

The creature will not normally attack unless threatened, but when it does so it strikes with its tentacles for 1–4 hit points of damage each.

When engaged in melee the creature exhibits a startling power of *imorphism*. At the beginning of each melee round (except the first) it changes its hit dice and armour class by 1 point each towards the values of its opponent, at the same time gradually changing its shape to resemble its opponent's shape. When hit dice and armour class (and hence appearance) are the same as those of its opponent, the creature instantly alters its attack and movement to fit the subject.

Note that the imorph assumes only the physical appearance of its opponent; though it will grow various appendages to copy its opponent's weapons and limbs, it will still strike with the equivalent of two tentacles each round for 1–4 hit points of damage each (even though one tentacle may look like an arm wielding a sword and the other an arm holding a shield, for example). The hit points of the imorph remain the same even when the hit dice value changes. However, the creature will change its hit probability to conform to its new hit dice value.

When the imorph is exactly the same shape as its opponent, has the same hit dice and the same armour class, it changes to the appropriate attack matrix for its hit probability (the fighter table, for example if it is attacking a human fighting man). It remains attacking on that table until it starts to change back again towards its original form.

When the melee is over, or when the imorph is down to 8 hits or fewer, it will revert to its original form by the reverse process, changing armour class and hit dice by 1 point each per melee round.

If faced with more than one attacker, the imorph will select one at random to attack and to emulate. If the original 'model' dies during melee, or retreats, the imorph will immediately start to alter in order to emulate another opponent.

Within the creature's body there is a small organ, corresponding to the human liver, made of a rubbery green substance. Within the organ is a liquid of similar colour which, when mixed with water in equal quantity, serves as a potion of *polymorph self*. There will be sufficient liquid in a single imorph to make 1–3 draughts of such a potion, and it is for this reason that the imorph is attacked by adventurers.

INVISIBLE STALKER

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: *Surprise on 1-5*
 SPECIAL DEFENSES: *Invisibility*
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral*
 SIZE: L (8' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The invisible stalker is a creature from the elemental plane of air, normally encountered on the material plane only due to the conjuration of some magic-user. This conjuration causes the creature to serve for a period on this plane. Invisible stalkers roam the astral and ethereal planes, and if they are encountered there on the elemental planes, they can be dimly seen. Otherwise or unless their opponents are able to *detect/see invisible* objects, their invisibility causes opponents to subtract 2 from "to hit" dice rolls. Unless slain on their own plane, invisible stalkers are simply sent back to the elemental plane when damage accrued exceeds their total hit points.

The conjuring party retains full command of the invisible stalker summoned until it fulfills its duties or is killed. Once set upon a mission, an invisible stalker will follow through unceasingly until it is accomplished. They are faultless trackers within one day of a quarry's passing. They must be destroyed to make them cease an ordered attack. Once a mission is finished, the creature is freed to return to its own plane. The invisible stalker is at best an unwilling servant but will not resent a brief, uncomplicated task. Service involving a period of a week tries the creature severely, and anything longer is certain to make it attempt to fulfill the letter of command by perverting the spirit of it. This is not to say that impelling the invisible stalker to serve for extended periods is impossible, but the compulsion to cause it to do so fully and properly must be great, i.e. a carefully worded command from a very powerful magic-user. A simple command such as "Follow me, and guard me from any attack," could be interpreted to mean follow at 100' distance if the invisible stalker had been on duty over a week — or perhaps even if it hadn't been that long, for dealing with such creatures is always a hazard. Similarly, a command to: "Keep me safe from all harm," can be construed by the invisible stalker to mean that it is to carry the conjuring party to its own plane and place them in suspended animation in a secret room in its own abode, thus carrying out its duties to the letter.

Each day of duty which an invisible stalker serves will see a 1% cumulative chance of the creature seeking to pervert the intent of its commands in order to be free of servitude. If no option remains open, the stalker must continue to serve.

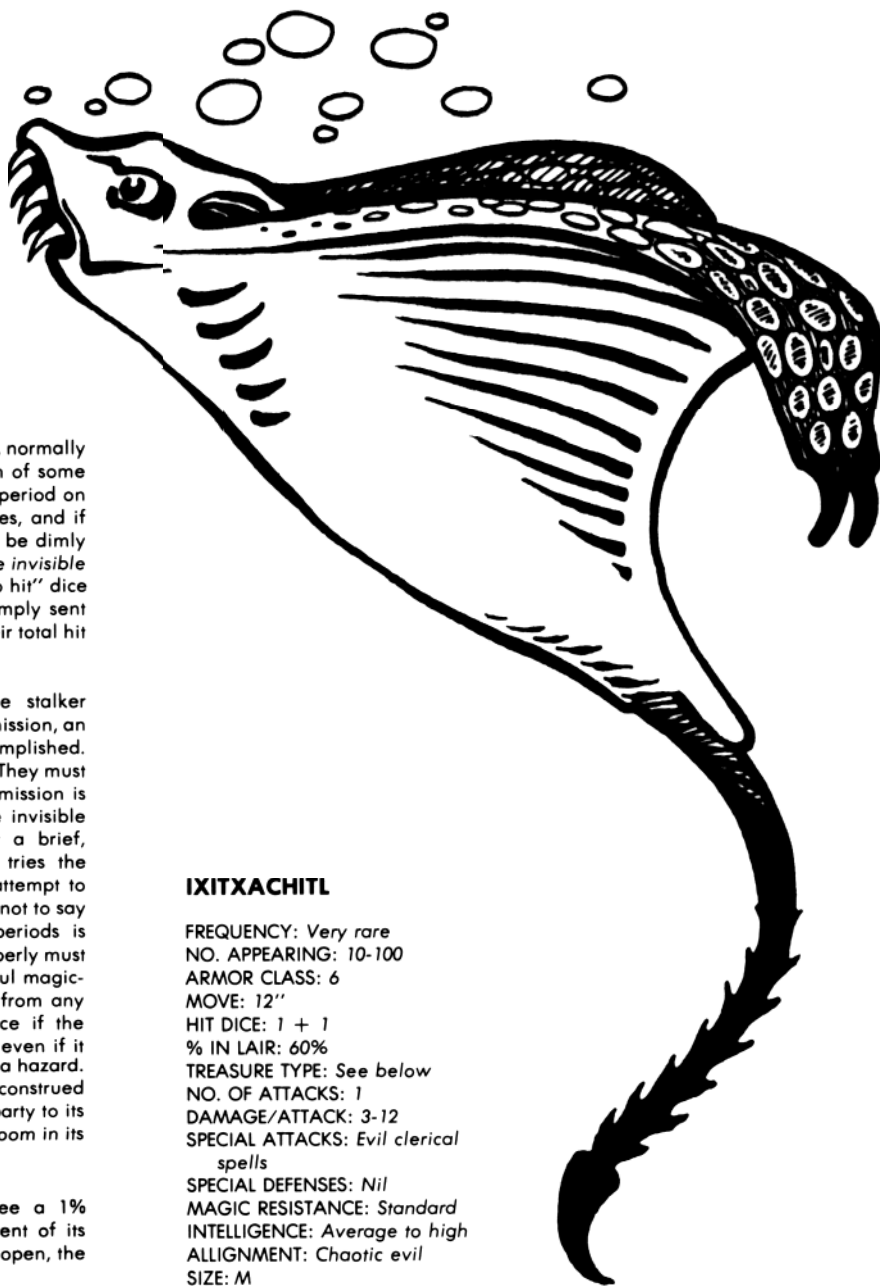
Invisible stalkers understand the common speech, but they do not talk any language but their own.

IRISH DEER

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOR CLASS: 7
 MOVE: 18"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1 (2)
 DAMAGE/ATTACK: 2-12 (2-12)

SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These moose-sized creatures of the Pleistocene epoch dwell in temperate climes. Their antlers spread to 10' width, and they can actually gore two opponents within this span if they are directly before the deer. They are not generally aggressive, but are very dangerous during rutting season (early spring).



IXITXACHITL

FREQUENCY: *Very rare*
 NO. APPEARING: 10-100
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 1 + 1
 % IN LAIR: 60%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: *Evil clerical spells*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Ixitxachitl are a race of intelligent rays which dwell in shallow tropical seas. They are of evil disposition, and clerical in nature. For every 10 encountered there will be one which is the equivalent of a 2nd level human cleric with regard to spell use; for every 20 encountered there will be a 3rd level equivalent; and for every 50 encountered there will be a 5th level equivalent. If more than 50 are encountered there will be the following additional ixitxachitl with the group: a leader with 8th level clerical spell ability and quadruple normal hit dice, two guards with 6th level clerical spell ability and triple normal hit dice. Also, some of these monsters are vampiric. For every 20 ixitxachitl encountered there is a 50% chance that there will be a vampiric form in the group. Vampiric ixitxachitl are similar to their fellows, but they regenerate 3 hit points per melee round and drain an energy level each time they strike an opponent, and they have double hit dice.

Discovering an ixitxachitl lair is difficult, for they are typically made in coral reefs and hidden by a secret entrance. Inside the lair will be various items as shown for treasure types P, R, and S. If a leader is encountered there is the possibility that it and its guards will possess type U magic items which can be worn, or used without hands if the creatures are in their lair.



JACKAL

FREQUENCY: *Common*
 NO. APPEARING: 1-6
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 1-4 Hit points
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Jackals are small, dog-like scavengers found in warm regions. They are not particularly fierce nor are they brave. They appear here because of the magical bag of tricks (qv).

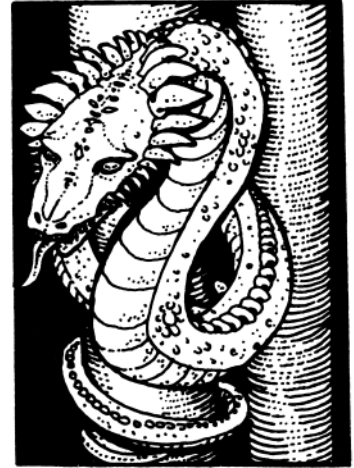
JAGUAR

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVE: 15"
 HIT DICE: 4 + 1
 % IN LAIR: 5%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-8
 SPECIAL ATTACKS: *Rear claws for 2-5/2-5*
 SPECIAL DEFENSES: *Surprised only on a 1*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These jungle predators are very ferocious. They will attack any creature which they believe threatens them. If found in their lair, there is a 75% chance that there will be 1-3 young (10% to 40% grown). The cubs will not fight effectively. When hungry they will hunt prey much larger than themselves, including snakes and crocodiles. They climb well, swim well, and can leap 30' to attack. If in close combat the jaguar will grasp its opponent with both forepaws (two paw hits in the same melee round) and rake with its rear claws (2 additional attacks at 2-5 hit points each that turn).

JACULI

FREQUENCY: *Rare*
 NO. APPEARING: 11-20
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: L (8'-12')
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE
 1/10 + 1 per hit point



The jaculi (singular and plural) are agile serpents with chameleon-like camouflage abilities. They are usually found in woods and forests for they are basically arboreal in nature and feed on tree mosses and insects, but some swarms have adapted their habitat to pillared halls and the like. Although not naturally vicious, jaculi swarms are highly territorial and excitable, resenting more than a transient intrusion into what they regard as their territory. Because of their camouflage abilities (only 1 chance in 4 of detection even when they are in clear view) it is unlikely they will be seen before attack.

The serpent has a long muscular body and a broad, flat head with a ridge of razor-edged bone projecting at either side. It can project itself from any high point with the force and accuracy of a javelin, surprising its victim unless previously detected. Its 'flying speed' is thus high (51" rate), but once it has attacked in this manner it can make no further attack from ground level and must crawl away up another tree or pillar before it can attack again.

JANN

FREQUENCY: *Very rare*
 NO. APPEARING: 1-2 (10%
 1-8)
 ARMOR CLASS: 5
 (plus possible armor)
 MOVE: 12"/30" (MC:A)
 HIT DICE: 6+2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type +
 strength bonus
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: *Very to*
exceptional
 ALIGNMENT: *Neutral (good)*
 SIZE: M (6'-7' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/975 + 8/hp



The race of the jannee is the weakest of the elemental humanoids (cf., dao, djinni, efreeti, marid) collectively known as genies, because a jann is formed out of all 4 of the elements and must therefore spend most of his or her time on the Prime Material Plane.

Jannee often (60%) wear chainmail armor which gives an effective armor class of 2. They typically use large scimitars (equal to bastard swords) and composite longbows. Male jannee have strength ranging from 18/01 to 18/00 and females from 17 (roll of 01-50) to 18/50 (roll of 51-00).

In addition to the ability to fly, jannee have the following spell-like powers which they can employ at will, 1 at a time, 1 per melee round: *growth/reduction* twice each per day, *invisibility* 3 times per day, *create food and water* once per day as a 7th-level cleric, and *etherealness* once per day for a maximum of 1 hour. Jannee perform at 12th level ability, except as noted. Jannee are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the elemental planes, to which any jann can travel, even taking up to 6 individuals along if those persons hold hands in a circle with it. Failure to return to the Prime Material Plane inflicts 1 point of damage per hour on the jann, until a return to that plane occurs or until death. Travel to other elemental planes is possible, sans damage, providing at least 2 days were spent on the Prime Material Plane immediately prior to the travel.

Jannee tend to be suspicious of humans. They do not like demihumans, and detest humanoids. Jannee will accept djinn, but shun daos, efreet, and marids. They favor dwelling in forlorn desert areas at hidden oases, where they have privacy and safety. They will sometimes befriend humans or work with them for some desired reward such as potent magic items.

The society of jannee is very open, and males and females are regarded as equals. A group of 11-30 individuals typically makes up a tribe ruled by a sheik and 1-2 viziers. Exceptionally powerful sheiks are given the title of amir, and in time of need they gather and command large forces of jannee (and allied humans at times). Jannee leaders have genius intelligence, higher hit dice (up to 84 for sheiks, 95 for amirs) and greater strength (19 possible 10% of the time). Viziers have intelligence of genius to supra-genius and the following spell-like powers: *augury*, *detect magic*, and *divination*, 3 times per day each at 12th level ability. In addition to speaking the common tongue and the various languages of geniekind, jannee are able to speak with animals.

JELLY, MUSTARD

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 9" (See below)
HIT DICE: 7+14
% IN LAIR: 35%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 5-20 or 2-8/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to score effective damage
MAGIC RESISTANCE: 10%
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (9'-12' diameter)
PSIONIC ABILITY: Nil
Attack Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VI/825+18/hp (half awarded if half the creature slain)

The mustard jelly is a strain of, or perhaps a relative of, the ochre jelly. The monstrous amoeboid mustard jelly, however, is far more dangerous. The only clue to its presence is a faint odor not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name.

Normally, a mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it. Those nearby must save vs. poison each round, however, for the monster exudes a vapor within a 10-foot radius, and this toxic stuff causes victims to become lethargic and move at half-normal speed unless they save against the effect. Toxic effects last 2 rounds and are cumulative. This large creature is able to divide itself into 2 smaller, faster halves (move 12-18"). Each is capable of attacking as well, but each has only half the hit points of the whole. A mustard jelly

can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into torus-shape in order to surround a pillar which its prey has climbed. It cannot move through small spaces, however, and it cannot move along ceilings as an ochre jelly can.

Although not unintelligent, mustard jelly is not known to value treasure of any sort. Of course, it is possible that some treasure might remain after a victim has been devoured.

Mustard jelly is impervious to normal weapons, and electrical attacks and magic missiles cause it to grow. The mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms are normal.

JELLY OCHRE

FREQUENCY: Uncommon
NO. APPEARING: 1-3
ARMOR CLASS: 8
MOVE: 3"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Ochre jelly are a form of giant amoeba. They seep about in dungeons, hunting for any form of flesh or cellulose to devour — they far prefer the former. Their amorphous form allows them to flow through small spaces. They can travel along walls or ceilings with ease. The fluids excreted by these creatures dissolve flesh (3-12 hit points per round of exposure).

Striking the ochre jelly with lightning bolts simply divides the creature into one or more smaller creatures, each doing one-half normal damage. Cold and fire based attacks have normal effect.

JELLY STUN

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: III/125+4 per hit point



This relative of the gelatinous cube (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) looks just like a section of ordinary stone wall; it is usually 10' square and of thickness varying between 2½'-5'. Its attack has a paralyzing effect — the victim must save versus paralysis or be paralyzed for 5-20 melee rounds, during which the Stunjelly will attempt to surround the victim and digest him. Like the gelatinous cube, it may have treasure of various types inside it.

The Stunjelly does not have the transparency of the gelatinous cube; it is very slightly translucent, but any treasure inside it can only be seen in very rough outline in conditions of good illumination, while in normal torchlight the creature looks like solid wall without any inclusions.

JELLY SYMBIOTIC

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 8
MOVE: 1"
HIT DICE: 2
% IN LAIR: 100%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
(within the limitations of its existence)
ALIGNMENT: *Neutral*
SIZE: *S (2"-3" in diameter)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
III/65 + 2 per hit point



This curious freak mutation takes the form of a globule of yellow jelly about 2½" in diameter. To obtain sustenance it must drain energy (which it can do remotely in a fashion whose means defy investigation) from a carnivorous creature — any monster which rends flesh except those which dwell on planes other than the *Prime Material* and those of the undead class — at the same time as the monster is itself eating. This peculiar requirement is the reason for the creature's unique behaviour.

It selects as its lair an unoccupied cave and sticks to the ceiling where it is virtually impossible to detect. When a monster — hopefully a powerful monster — ventures in, the jelly will use one of its magical powers — *charm monster* — to persuade the beast telepathically to remain in the cave and attack any creature or person entering. (The monster must be one which would normally, or at least occasionally, feed on flesh, otherwise the jelly will let it pass undisturbed). The jelly then uses its other magical power — an advanced form of *illusion* — to create two illusions. The first illusion makes the charmed monster appear to be a much weaker beast, the second creates illusory treasure in the cave. Those observing the illusions will fail to recognise them as such unless they save against magic at a penalty of -7.

If the intruder is killed by the creature the jelly has charmed, the jelly will drain power through the creature as it eats. If the charmed creature loses the battle, the jelly will attempt to *charm* the victor and persuade it to replace the former occupant.

JERMLAINE (*Jinxkins*)

FREQUENCY: *Uncommon*
NO. APPEARING: 12-48
ARMOUR CLASS: 7
MOVE: 15"
HIT DICE: 1-4 hit points
% IN LAIR: *Special*
TREASURE TYPE:
Per 10 individuals O, Q;
in lair C, Q(x5), S, T
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2 or 1-4
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Average*
(with genius level cunning)
ALIGNMENT: *Neutral evil (with slight lawful tendency)*
SIZE: *S (1' + tall)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
Normal 1/7 + 1 per hit point
Elder 11/32 + 1 per hit point



Jermlaine, or jinxkins, sometimes known as bane-midges, dwell in elaborate tunnel and den warrens beneath the ground — often, very deep beneath the surface. As they mix freely with rats of all sorts, even the giant variety, they are often (75%) found in company with such rodents and are 50% likely to be sharing an integrated system of burrows, tunnels and holes. (If jermlaine are encountered, a percentile die roll of 01-75 indicates that rats (25%) or giant rats (50%) are with them. If the jermlaine are in their lair, it is 50% probable that there will be connecting rat tunnels). This cohabitation extends to all forms of mutual co-operation and defence.

These evil runts are cowardly and will attack only when it seems probable that they can overwhelm victims without serious opposition. Jinxkins thus waylay weakened and wounded parties or single individuals who are unwary, asleep etc. While strong groups or alert adventurers will not be physically attacked, jermlaine bands will certainly seek to cause them harm and otherwise injure them out of sheer maliciousness. This injury to the adventurers brings both personal gain to the jermlaine and the possibility of eventual gain of new victims.

Jermlaine are very fast, moving with a scuttling gait, very quiet, and are masters of remaining unseen. On occasion, however, if a party or individual suddenly becomes still and listens carefully, their movement or twittering, squeaking speech can be detected.

It is 60% probable that bane-midges will be within 60' of their lair at any time they are encountered, but the tunnels which give access to such places are twisting mazes and passage is impossible for any creature larger than a gnome — even the latter having to creep and crawl to get through, and of course this exposes the intruder to attack.

Jermlaine typically arm themselves with needle-sharp darts which they can hurl up to 12' and cause 1-2 hit points of damage. In addition to a dart, each minimus carries a pike-like weapon — a 1½' long wand of supple wood with a sharp metal tip. This instrument is used as a spear or pike to inflict 1-4 hit points of damage. Their favoured attack method is ambush with pit or net, however, taking victims alive.

In little-used passages, these nasty creatures will laboriously prepare pits covered by camouflaged trapdoors, or string overhead nets entwined with silk from the webs of giant spiders, and lay in wait for passing prey. In more travelled ways, jermlaine will stretch thin but strong cords (often woven of human hair) to trip the unwary. Victims not stunned by the trap are pummelled senseless by bane-midges wielding leathern clubs filled with sand or lead shot while others entwine the prone creatures with ropes and cords. Note that beating with the clubs has a 2% cumulative chance per blow of knocking the victim unconscious, but those protected by splint, banded or plate mail will not be so attacked. Well-armoured victims who cannot be bound fast are attacked to kill — possibly with flaming oil missiles or acid. Some victims will be devoured by the jermlaine (or their rat-friends) but most humans will be stripped naked, shaved and left trussed and helpless in the passageway. The jermlaine will usually watch such victims from a safe hide, awaiting the 'fun' of seeing some passing monster come and devour the bound victims.

If alert creatures should happen to pause near a hidden group of jermlaine, the spiteful things will steal forth and cut belts and straps, packs and seams — typically one such vandalistic act per jinxkin, for they act with haste in order to escape unnoticed and unharmed. Their vandalism will usually be noticed only 1-12 turns later, when a weakened strap parts, a seam opens fully etc. Worse still, if packs and other goods are placed out where jinxkins can reach them, these monstrous atomites will pollute the water, sour the wine and turn it into vinegar, spoil food, desecrate holy water, steal small items (gems, coins, garlic buds, herbs etc.) wedge daggers or swords so that they are difficult to draw out quickly, cut bow strings, blunt arrows, puncture oil flasks and so on.

If more than 35 of these creatures are encountered, there will be one very old and exceptionally evil one who has a very wicked power; this individual bane-midge will be able to drain all magic properties from any magical item (except an artifact or relic) which he can handle for 1-4 rounds.

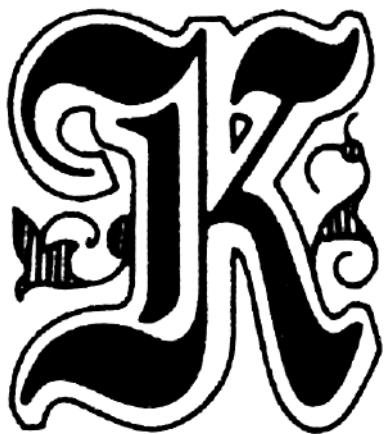
The grey-brown warty hide of jermlaine blends with earth and stone, and they always dress in scraps and rags of the same colouration so that they can remain concealed from view. Coupled with their ability to move quietly, the jinxkins are likely to surprise opponents on a roll of 1–5 (d6) and they are 75% undetectable if looked for or listened for, unless the action is done suddenly so as to catch them off their guard.

Jermlaine are treated as 4 hit dice creatures with respect to the effects of magical attacks and saving throws. Because of their size and quickness, jinxkins which save versus attacks which would normally inflict half damage will escape unscathed.

Although they have weak eyes and their infravision extends only 30', jermlaine have keen hearing and smell, so even invisible creatures are 50% likely to be detected by them under normal dungeon conditions.

Jermlaine speak their own tongue and their alignment language, and can converse with rats of all sorts. 1 in 10 can speak the common tongue, and the same probability exists with respect to the languages of dwarves, gnomes, goblins and orcs.

Description: Jinxkins look as if they are diminutive humans wearing baggy clothing and ill-fitting leather helmets. Closer inspection will show that the baggy 'garments' are actually the creatures' lumpy and many-folded skins, while the 'helmets' are in reality the pointed and evilly-visaged heads — all leathery and smooth. The limbs of these creatures are knotty and bowed, with hands and feet tipped with thick nails which are always filthy but nimble.



KAMADAN

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOUR CLASS: 4
MOVE: 18"
HIT DICE: 4+2
% IN LAIR: 20%
TREASURE TYPE: C
NO. OF ATTACKS: 3 plus number of snake heads
DAMAGE/ATTACK: 1–3/1–3/1–6 plus 1–4 per snake head
SPECIAL ATTACKS: *Breath weapon*
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (chaotic evil)
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: IV/240 + 5 per hit point



This greatly feared beast resembles a large leopard with 4–7 snakes sprouting from its shoulders — it is clearly a relative of the displacer beast (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** — *Displacer Beast*) though how it became such a curious cross-mutation is a matter for speculation.

In melee the creature attacks with two claws for 1–3 hit points of damage each and bites for 1–6 hit points of damage. Each snake will also bite for 1–4 hit points of damage, though the snake bites are not poisonous.

It also has a breath weapon — a cone of *sleep* 30' long and with base diameter 10'. This puts creatures of 4 dice and below to sleep — no saving throw allowed; creatures with more hit dice are permitted a saving throw as against dragon breath.

KAMPFULT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 2
% IN LAIR: 35%
TREASURE TYPE: See below
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Surprise on 1–3
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: S (many slender parts)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: II/36 + 2/hp

Also known as the sinewy mugger, the kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers. Unsuspecting prey would then be entrapped as the kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons. There, appearing to be ropes or a net, the monster surprises the unwary.

Several creatures can be attacked at the same time. Once hit by an appendage, the victim cannot escape until the kampfult is slain. Only the central section of the creature can be harmed. A kampfult has 6 attack appendages of about 6 feet in length and 6 movement appendages of 1 foot in length. These are spaced along its slightly thicker body segment, which is a trunk of about 4 feet in length. The monster will hold or pull in its appendages in order to disguise itself.



KECH

FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 4
 MOVE: 15" (see below)
 HIT DICE: 5
 % IN LAIR: 30%
 TREASURE TYPE: B
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-5/2-5/1-6
 SPECIAL ATTACKS: Surprise 5 in 6
 SPECIAL DEFENSES: Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: IV/205 + 5/hp



Kechees are evil forest fiends whose chief goals in life seem to be to mislead, snare, and devour humans. They roam throughout the deep woodlands of all climes, from tropical to subarctic. There they dig pits, set snares, and rig deadfalls to catch the unwary traveler. Worse still, several small bands will occasionally amalgamate in order to raid forest communities and carry off hapless victims to some faraway spot where the keches can feast undisturbed. It is also common for these creatures to imitate calls of distress to lure prey into trapped areas and ambush. Attack is by means of clawing rakes and a bite. As keches are likely to surprise prey 5 in 6, they usually rush upon 1 or 2 selected victims, slay them, and then carry off the corpses. Their camouflage coloration and skills in woodcraft make it 50% unlikely that their tracks can be followed. They move with 50% chance of silence.

Kechees are green humanoids covered with leaf-like, leathery skin. Their long arms and prehensile-toed feet allow them to climb trees very rapidly (60 feet per round) and swing through the upper branches as well. Their human-like faces have large fang-filled mouths and protruding jaws.

KELPIE

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOUR CLASS: 3
 MOVE: 9"/12"
 HIT DICE: 5
 % IN LAIR: 70%
 TREASURE TYPE: D
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low-average*
 ALIGNMENT: *Neutral evil*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: IV/165 + 5 per hit point



Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and will often assume the aspect of a beautiful human woman in order to lure men into deep waters. They have also been known to take the shape of a horse. However, though the form may be changed, the substance still resembles green seaweed and the effect is somewhat grotesque.

To counter this, the kelpie can cast one powerful *charm* spell per day. If the victim does not save against spells (at -2) he will perceive the kelpie as the most wonderful, perfect and desirable woman (or steed, perhaps) and will willingly leap into the water to join her (or gain it). The kelpie will wrap itself around the charmed man, he will attempt to inhale water and sink with the kelpie in an ecstasy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed victim, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be broken immediately. Charmed victims attempting to drown themselves will suffer 2-20 hit points of damage per melee round until they either surface for air or perish.

For some reason, females are immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men who are rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions and thus did not incur the sea-lord's ill will. Others say that Olhydra, the Elemental Princess of Evil Water Creatures, created the kelpies and rendered females immune in proper regard for her own gender.

Besides the oceans and the seas, kelpies will also be found in dismal swamps and stagnant subterranean grottos; occasionally they will be found in almost any deep body of water, even man-made. They can leave the water to walk on land for short periods of time (1-3 hours maximum).

Due to their slimy wetness, fire attacks do only half damage on kelpies (none if a saving throw is made).

Kelpies are very cunning and will try to pick off stragglers, lone watchmen or tail-end members of groups if at all possible.

KENKU

FREQUENCY: *Uncommon*

NO. APPEARING: 2-8

ARMOUR CLASS: 5

MOVE: 6"/18"

HIT DICE: 2-5

% IN LAIR: 20 %

TREASURE TYPE: F

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK:

1-4/1-4/1-6 or

by weapon type

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENCES: *See below*

MAGIC RESISTANCE: 30 %

INTELLIGENCE: *Average*

ALIGNMENT: *Neutral*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defence Modes: *Nil*

LEVEL/X.P. VALUE:

2HD: II/28 + 2 per hit point

3HD: III/120 + 3 per hit point

4HD: IV/240 + 4 per hit point

5HD: V/420 + 5 per hit point *RUSS*



Bipedal humanoid birds with wings, clawed hands and feet, and the head of a hawk with a sharp beak, kenku are mischievous creatures which habitually use their limited magical powers to annoy and inconvenience humans, though their intent is not usually to kill. Every kenku has thieving abilities at the 4th level of experience and they are also expert fighters, usually wielding a quarterstaff or a samurai sword. If unarmed they fight with two claws (1-4 hit points of damage each) and a vicious bite for 1-6 hit points of damage.

If a group of kenku is encountered, its members will depend on the group size. A small group will contain two creatures of 2HD and two of 3HD or three and two respectively; a group of 6 or 7 will contain a leader of 4HD, two creatures of 3HD and three or four of 2HD, while a group of 8 will contain a supreme leader of 5HD.

Kenku of 3HD or more have certain magical powers. A 3HD creature will have one first-level magic-user spell — often *magic missile*. They also have the innate ability of *shape change* once in every 30 days; after 7 days in the changed shape, they must resume normal form. Particularly adventurous kenku have been known to use this power to assume the form of a god and accept offerings from credulous worshippers, and this is but one example of the bizarre uses to which kenku, and particularly the younger of the species, have put this power.

Kenku of 4HD have all the powers of those with 3HD plus an additional first-level magic-user spell — usually *shocking grasp*. They also have the innate ability of *invisibility* with no limitations on frequency of use or duration of effects. Again, these powers are sometimes put to unusual uses, but 4HD kenku tend to be older than the 3HD birds (the innate abilities develop with age and suitable training) and less reckless in their activities.

Kenku with 5HD have all the powers of those with 4HD plus a second-level magic-user spell — usually *mirror-image* or *web*. They may also *call lightning* — an innate ability which has the same effects as the 3rd level druidic spell.

All kenku have well-developed disguise abilities and can pass for human with only a 50% chance of detection (though the length of the nose usually gives away the deception).

Kenku favour kidnapping as a source of funds. They will freely give treasure but this is rarely genuine and will crumble to a valueless dust within a day. They will appear helpful to humans and will offer non-verbal advice, though this is usually carefully designed to mislead and to tempt the party into danger and/or difficulties. As a rough guide, the approximate chance of a kenku actually aiding humans is 5%, though this will vary with the circumstances.

Kenku do not speak; they appear to communicate with each other on the telepathic level.

It is rumoured that kenku of more than 5HD exist with even greater magical powers. Kenku lairs so far discovered have been small underground caverns but it is believed that larger caverns, deeper underground, contain larger numbers of the beasts in a formalised social structure.

For purposes of aerial combat, they are manoeuvrability class D.

KI-RIN

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -5

MOVE: 24"/48"

HIT DICE: 12

% IN LAIR: 5%

TREASURE TYPE: I, S, T

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/3-18

SPECIAL ATTACKS: *Magic use*

SPECIAL DEFENCES: *See below*

MAGIC RESISTANCE: 90%

INTELLIGENCE: *Supra-genius*

ALIGNMENT: *Lawful good*

SIZE: *L*

PSIONIC ABILITY: 130 to 200

Attack/Defense Modes: *All/all*



The ki-rin are a race of aerial creatures whose hooves rarely touch the earth, for they dwell amongst the clouds and behind the winds. Females are never encountered, and ki-rin are always solitary. They sometimes aid humans if properly abjured or the need to combat evil is great. They sometimes travel the astral and ethereal planes.

The attack of a ki-rin can take the form of two powerful hoof-blows and a thrust with a magically sharp (+3) horn much resembling that of a unicorn. The ki-rin can also attack in other ways.

Ki-rin are able to employ spells of all levels at 18th level quality, 9 of the 1st, 8 of the 2nd, 7 of the 3rd, 6 of the 4th, 5 of the 5th, 4 of the 6th, 3 of the 7th, 2 of the 8th, and 1 of the 9th during any given day. They also command 4 major and 6 minor psionic disciplines, operating at ninth level of mastery in all. Ki-rin can, once per day, do each of the following: create nutritious food for 2-24 persons, create drinkable beverages for 2-24 persons, create soft goods or wooden items (up to 32 cubic feet of the former, 18 cubic feet of the latter) which are permanent, create metal items of relatively short life span (gold which lasts 2-5 days to adamantite which lasts but 1 hour) of up to 2,000 gold pieces weight, create an *illusion* with aural, visual, and olfactory components which lasts without concentration until magically dispelled or touched in disbelief, assume gaseous form, wind walk, *call lightning*, and *summon weather*.

When a ki-rin conjures things of the sky or which involve air, the creature or magic is at twice normal strength, including hit points and damage inflicted.

Ki-rin speak their own tongue, but with their special telepathic speaking ability they are able to converse with virtually any living thing.

Description: The coat of the ki-rin is luminous gold, much as a sunrise on a clear day. Its mane and tail are darker gold. Its horn and hooves are golden pink. Its eyes are violet. (The skin of this creature is worth 25,000 gold pieces if it is perfectly intact.)



KILLMOULIS

FREQUENCY: *Uncommon*
NO. APPEARING: 1-3
ARMOUR CLASS: 6
MOVE: 15"
HIT DICE: 1/2 (1-4 hit points)
% IN LAIR: 60%
TREASURE TYPE: K
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: *Average*
ALIGNMENT:
Neutral (chaotic good)
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
1/9 + 1 per hit point



Killmoulis always dwell where some industry is in progress, preferably one involving grain or other foodstuffs. They inhabit the areas under floors, in cracks in walls or amidst the dark rafters, only coming out when the human workers leave. Brownie-like, the killmoulis then work and otherwise make themselves useful, at the same time devouring prodigious amounts of meal, flour, grain or whatever other foodstuffs are available.

It is also an integral part of their nature to play tricks and practical jokes — certain to be destructive or harmful if the inhabitants of the place molest any of the killmoulis, but otherwise of merely bothersome and irksome nature without undue destruction.

Killmoulis are very fast and are able to blend with their surroundings and conceal themselves in shadowy places so as to be virtually undetectable (10% chance only). They hate dogs and cats almost as much as they do rats, for these animals will attack killmoulis. While the latter are snared or killed with long pins, the former are typically poisoned if they prove a threat, the killmoulis gaining access to whatever poison is available nearby. If the killmoulis are unable to kill the cats, dogs and rats which threaten them, they will certainly move to another locale.

A killmoulis is typically quite small, usually under a foot in height. Each has a thin body and limbs, but a large head with proportionate ears. There is no mouth in the head, food being drawn into the huge nose. Killmoulis appear to communicate with each other on the telepathic level.

KOBOLD

FREQUENCY: *Uncommon*
NO. APPEARING: 40-400
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 1-4 Hit points
% IN LAIR: 40%
TREASURE TYPE: *Individuals J, O, Q (X5) in lair*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average (low)*
ALIGNMENT: *Lawful evil*
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



The society of these creatures is tribal with war bands based on gens. The stronger tribes rule weaker ones. Kobolds are usually found in dank, dark places such as dismal overgrown forests or subterranean settings. They hate bright sunlight, not being able to see well in it, but their night vision is excellent, and they have infra-red vision which operates well up to 60'. If they are in bright sunlight they have a lesser chance to fight well (-1 from dice rolls to hit opponents).

For every 40 kobolds encountered there will be a leader and two guards who are equal to goblins, each having 4 hit points, armor class 6, and doing 1-6 points of damage. If 200 or more kobolds are encountered in their lair there will be the following additional creatures there: 5-20 guards (as bodyguards above), females equal to 50% of the total number, young equal to 10% of the total number, and 30-300 eggs. There will always be a chief and his bodyguard in the kobold lair. It is also probable (65%) that there will be from 2-5 wild boars (70%) or 1-4 giant weasels (30%) in a kobold lair; the animals will serve as guards.

A force of kobolds is typically equipped as follows:

short sword and javelin	5%
short sword and spear	10%
short sword	10%
axe	20%
spiked wooden club	30%
javelins (2-3)	15%
spear	10%

Chief and guard types always have the best available weapons. All kobold shields are of wood or wickerwork.

Kobolds hate most other life, delighting in killing and torture. They particularly hate such creatures as brownies, pixies, sprites and gnomes. They war continually with the latter, and will attack them on sight.

In addition to the tongues of lawful evil and kobolds, these monsters can usually (75%) speak goblin and orkish.

Description: The hide of kobolds runs from very dark rusty brown to a rusty black. They have no hair. Their eyes are reddish and their small horns are tan to white. They favor red or orange garb. Kobolds live for up to 135 years.

KORRED

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 6+1
% IN LAIR: 1%
TREASURE TYPE: E
NO. OF ATTACKS: 1 or
 by weapon
DAMAGE/ATTACK: 1-2
 +4 or by weapon
SPECIAL ATTACKS:
 Hurl rocks (2d8)
SPECIAL DEFENSES:
 Laugh (6")
MAGIC RESISTANCE: 25%
INTELLIGENCE: Very
ALIGNMENT: Chaotic neutral
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 8/hp



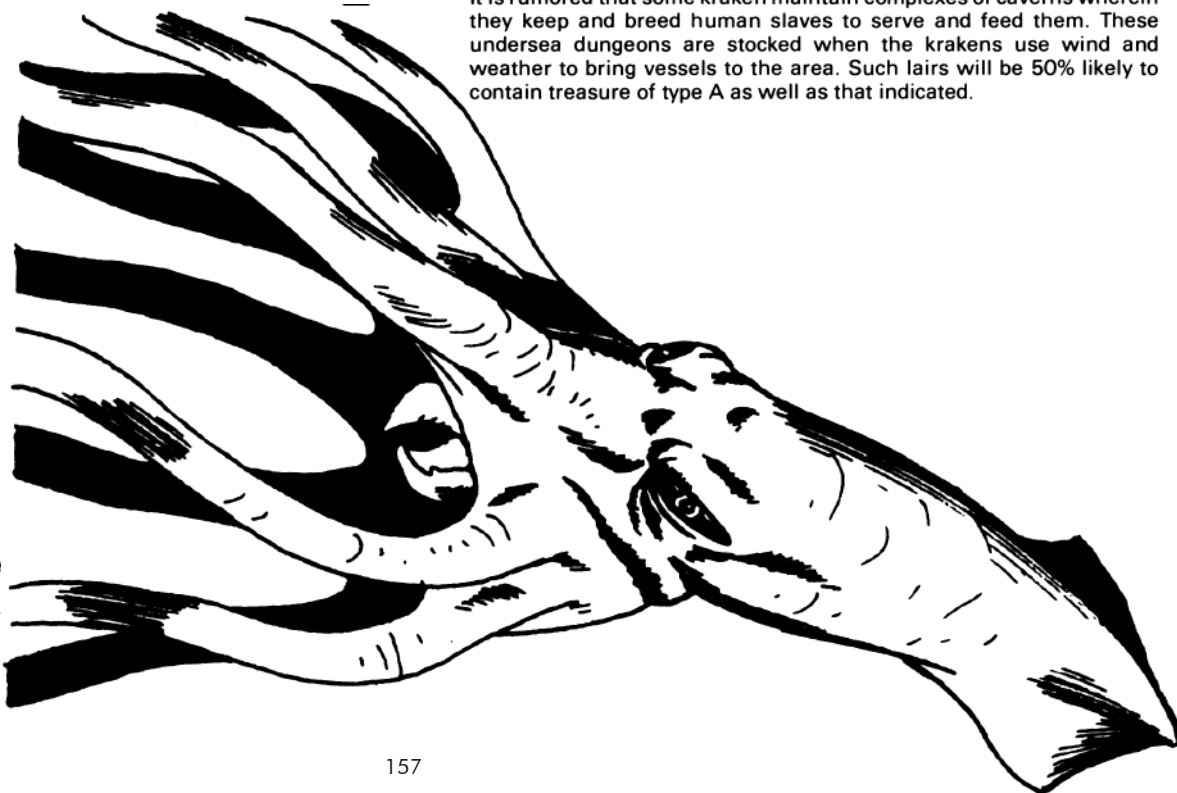
These dance-loving folk always carry cudgels and large pouches containing hair, shears, and other items. They can trap intruders by weaving the hair into animated entangling ropes and snares in 1-4 rounds (rope: AC 1; hp 5; MV 3"; save vs. paralysis or be trapped). The items in a korred's pouch will turn to gold if sprinkled with holy water (50-200 gp value).

Korreds have great strength and can hurl boulders up to 10" (damage 2d8) and are rumored to have built the druid stone circles. They can attack with their shears (damage d4+4), cudgels (damage d6+4), or without a weapon (damage 1-2+4). Korreds may laugh 3 times per day; those within 6" hearing the laugh must roll their charisma or higher on 1d20 or be stunned for 1-4 rounds. Korreds can use the following abilities at will: *stone shape*, *animate rock*, *stone door* (teleport 3"), *shatter rock*, *transmute rock to mud*, and *stone tell*.

Each week the korreds have a holiday when they dance and play music. Those who interrupt the dance must save vs. spells or dance themselves, losing 1-4 points per round until they are dead, restrained, or until the korreds flee.

KRAKEN

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5/0
MOVE: //3" (21")
HIT DICE: 20
% IN LAIR: 75%
TREASURE TYPE: G, R, S
NO. OF ATTACKS: 2 and 4-6
 and 1
DAMAGE/ATTACK: 2-12 (x2),
 2-8 (x4-6), 5-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius +
ALIGNMENT: Neutral evil
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 X/16,900 + 30/hp



The kraken are a race of air-and water-breathing squid-like creatures who dwell in the dark depths of the ocean. It is said that at one time these monsters were smaller, lived in shallow coastal waters, and had human worshippers who served them and brought them them sacrifices. Some upheaval in nature—and possibly a battle with Good forces—caused the surviving monsters to retreat to the depths. There, although their number dwindled to a mere handful, the survivors grew huge and powerful. They now seek to kill any good creatures and to devour all small life. Kraken are aggressive hunters. They will battle even large sperm whales and usually win.

Tentacles are armor class 6, as is the exposed head. The body is protected by a shell of great thickness and durability and has an armor class of 0. Backward jetting movement is at 21" rate and swimming at 3".

Attack is with a pair of barb-covered tentacles, 4-6 other striking tentacles, and a possible bite with a huge beak. At least 2 of the 10 tentacles will be used to anchor the kraken or for stabilization. The barbed tentacles rake and draw prey to the beaked mouth. The others, if they hit, then wrap and constrict the prey, causing 3-12 points of damage on the 2nd and each subsequent round. To escape this constriction, the tentacle must be severed (16 points of damage from sharp weapons). (See "Squid, Giant" for details of how tentacle hits impair victims.) If 4 or more tentacles grasp prey while the kraken is taking damage, the monster will slip away to the depths, carrying the hapless victims to its den in a submarine cavern at least 1000 feet beneath the surface. If 3 or more of a kraken's tentacles are severed, the creature will immediately retreat. Its ink cloud is 8"x8"x12" long, and the substance is poisonous for 2-5 rounds until diluted by the water. Creatures within the sepia ink cloud will suffer 1-4 points of damage per round of exposure. In the meantime, the kraken will jet backwards to its lair.

A kraken will attack ships in order to drag them down. Being at least 10% larger than the largest giant squid, a kraken can drag vessels of 60-foot length beneath the water. Larger ships will be dragged to halt in 10 rounds. If, during the attack, the kraken is able to maintain a constricting grasp with 6 or more of its tentacles for 3 consecutive rounds, the vessel will suffer damage as if rammed. It will then take water, and within 2-8 rounds the ship will be subject to being dragged under by the kraken because of lost buoyancy.

Kraken have the innate power to cause *airy water* in a sphere (128 feet across) or hemisphere 6 times as large as usual (240 feet across). Such a condition lasts for a full day. They can also employ the following spell-like powers, 1 at a time, at will: *faerie fire* for 8 hours, *control temperature* within a 40-foot radius for 1 day, *control winds* once per day, *weather summoning* once per day, and *animal (fish) summoning III* 3 times per day. (Fish summoning brings them to the area but does not control them.)

It is rumored that some kraken maintain complexes of caverns wherein they keep and breed human slaves to serve and feed them. These undersea dungeons are stocked when the krakens use wind and weather to bring vessels to the area. Such lairs will be 50% likely to contain treasure of type A as well as that indicated.

KUO-TOA

FREQUENCY: *Very rare*NO. APPEARING: 2–24
(40–400)

ARMOUR CLASS: 4

MOVE: 9"/18"

HIT DICE: 2 or more

% IN LAIR: *See below*TREASURE TYPE: *Individuals**L, M, N; in lair, Z.*

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: *By weapon*
*type and/or 2–5*SPECIAL ATTACKS: *See below*SPECIAL DEFENCES: *See below*MAGIC RESISTANCE: *See below*INTELLIGENCE: *High and up*ALIGNMENT: *Neutral evil*
*(with chaotic tendencies)*SIZE: *M (higher levels L)*PSIONIC ABILITY: *Nil*Attack/Defence Modes: *Nil*

LEVEL/X.P. VALUE:

11 and up/variable

The ancient kuo-toa people once inhabited the shores and islands of the upper world, but as the race of mankind and its associate species grew more and more numerous and more powerful, the 'men-fish' were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding their sworn enemies — mankind. Some kuo-toans sought refuge in sea caverns and secret subterranean waters, and while their fellows above were being slaughtered, these few prospered and developed new characteristics to match their lightless habitats. However, the seas contained other fierce and evil creatures with designs of their own, and the deep-dwelling kuo-toans were eventually wiped out leaving only those in the underworld to carry on the species. These survivors were unknown to men, and mankind eventually forgot the men-fish entirely. Even the word *goggler*, a derisive term for their ichthyoid foes, lost its meaning to humans. But the kuo-toans remaining in their underworld places did not allow memory of the past to lapse — and woe to the hapless human who falls into the slimy clutches of the kuo-toans.

Now the kuo-toans are haters of sunlight and are almost never encountered on the surface of the earth. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and have gained new powers. However, they have also become somewhat unstable, and insanity is not uncommon amongst the species.

Sometimes the kuo-toans are encountered in small groups journeying in the upper world to kidnap humans for slaves and sacrifice. Such parties are also found occasionally in the dungeon labyrinths which connect to the extensive system of underworld passages and caverns which honeycombs the crust of the earth. Only far below the earth's surface will the intrepid explorer find the natural caverns and spaces hewn from living rock over the ages in which the kuo-toa people build their underground communities.

These creatures normally travel in well-armed bands. If more than 20 kuo-toans are encountered it is 50% likely that they will be within 1–6 miles of their lair. For every four normal warriors in an encountered band there will be an additional fighter of 3rd or 4th level. For every eight normal fighters encountered there will be an additional fighter of 5th or 6th level. For every 12 in the group there will be a cleric/assassin of equal levels, either 4th/4th, 5th/5th, 6th/6th or 7th/7th (d4 + 3 for determination of level). If more than 20 normal (2nd level) fighters are in the group, it will be a *war party* — i.e. a full-scale raiding/fighting detachment. A *war party* will include:

- 1 10th level fighter as 'captain'
- 2 8th level fighters as 'lieutenants'
- 4 3rd/3rd level fighter/assassin 'whips'
- 1 'monitor' (see hereafter)
- 1 slave per 4 kuo-toans

The 'whips' are fanatical devotees of the Sea Mother goddess of the kuo-toans. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

If a kuo-toan lair is found it will contain 40–400 2nd level males. In addition, there will be higher level fighters in the same ratio as noted above for outside groups, *war parties*, and:

- 1 priest-king of 12th/12th level, a cleric/assassin, if 350 or more normal kuo-toans are indicated, or
- 1 priest-duke of 11th/11th level if 275–349 normal kuo-toans are indicated, or
- 1 priest-prince of 10th/10th level if fewer than 275 normal kuo-toans are indicated, together with
- 8 'eyes' of the priest-king, priest-duke or priest-prince, 8th/8th (or 7th/7th or 6th/6th) level cleric/assassins
- 1 'chief whip'—6th/6th level fighter/assassin
- 2 'whips' of 4th/4th or 5th/5th level
- 1 'monitor' per 20 2nd level male kuo-toans
- females equal to 20% of the male population
- young (non-combatant) equal to 20% of the total kuo-toans
- slaves equal to 50% of the total male population.

In special religious areas there will also be a number of kuo-toan clerics. For every 20 individuals in the community there will be a 3rd level cleric, for every 40 there will be a 4th level cleric, for every 80 there will be a 5th level cleric, all in addition to the other individuals. These clerics will be headed by:

- 1 6th level cleric if the group is 160 or fewer, or
- 1 7th level and 1 6th level cleric if the group is between 161 and 240, or
- 1 8th level, 1 7th level and 1 6th level if the group numbers between 241 and 320, or
- 1 9th level, 2 7th level and 3 6th level if the group numbers between 321 and 400, or
- 1 10th level, 2 8th level and 4 6th level if the group numbers in excess of 400.

It is 50% probable that any kuo-toan cleric above 6th level will be armed with a *pincer staff*. This is a 5' long pole topped by a 3' long 'claw'. It corresponds to a medieval man-catcher, and if the user scores a hit the claw end has closed upon the opponent, making it impossible for the trapped individual to get free. (Naturally, this weapon can be employed only against creatures of a girth about that of a small-to-large human — a size range between the elf and the gnom). It is 10% probable that both arms will be pinned by the claw, 40% probable that only one arm will be trapped (if the victim is right-handed, the claw will trap the left hand with 75% probability, the right with 25% probability). Trapped opponents lose all shield and dexterity protections (or weapon attack potential if it is their weapon-bearing arm which is trapped, in which case dexterity protections are still lost but the shield is still effective) and nearby kuo-toans will always strike at such trapped individuals.

Kuo-toans spawn as do fish, and hatchlings — 'fingerlings' as they are usually called — are raised in pools until their amphibian qualities develop about one year after hatching. The young — now 1' or so high — are then able to breathe air, and they are raised in gens according to their sex and fitness.

The number of hit dice possessed by this hardy race is not indicative of their possible variation in hits, since their breeding gives them exactly the same number of hit points per die, varying by level:

Number of hit dice	males	Hit points for females
2	12	10
3	18	15
4	28	24
5	35	30
6	42	36
7	56	49
8	64	56
9	72	—
10	90	—
11	99	—
12	120	—

Typical arms carried by kuo-toan fighters are:

dagger, spear and shield	40%
dagger, spear and weighted throwing net	30%
dagger and harpoon*	10%
dagger and short bow (half female population)	20%

*The harpoon is generally used only by higher-level fighters. It is a wickedly barbed throwing weapon with a range of 30'. It inflicts 2–12 hit points of damage, exclusive of bonuses. Creatures struck must attempt a saving throw of 13 or better (d20) to avoid being snagged by the weapon. Creatures of man-size or less who are thus caught will be jerked off their feet and stunned for 1–4 rounds. The harpooning kuo-toan will haul in his victim and attempt to slay him with a dagger thrust, since the harpoon is fastened to the hurler by a stout cord.

The shields employed by these creatures are fashioned of special boiled leather, and just before battle they are treated with a special, particularly sticky, glue-like substance. There is a 25% chance that any frontal attack on a shield-bearing warrior will strike this glue and stick fast until the wielder is able to pull it free (same chance as that individual has of opening a dungeon door).

Kuo-toans wear no clothing — only leather harnesses for their weapons and a small amount of personal gear, as any other garments would hinder their swimming. Their skin is tough, scaled and very slimy. Coupled with their dexterity, their slimy tough skin gives them a high natural armour class. Note that shields do not add to their armour class — they are used as weapons.

Hit probability for these creatures is the same as a human of the same level but males gain a +1 bonus on their 'to hit' roll and on damage, due to their strength. This bonus applies only to weapons, not to their natural biting attack mode (which causes 2–5 hit points of damage). When fighting with a dagger only, these creatures are also able to bite at an opponent.

When two or more kuo-toan clerics or cleric-assassins operate together, by joining hands they can generate a stroke of lightning. The bolt is very narrow, so that only the specific target victim will be affected unless, by mischance, another creature gets into the 2' wide path of the stroke. The bolt of electrical energy causes 6 hit points of damage per cleric or cleric/assassin to any creature struck — half that if a saving throw is made. The chance of generating such a stroke of lightning is 10% cumulative per round per kuo-toan involved. (Check each round when priests are acting in conjunction).

The special defences of these creatures include their skin secretion which makes it only 25% probable that an attempt to grapple, grasp, tie or *web* a kuo-toan will succeed. Although their eyes are set on the sides of their heads, kuo-toans have excellent independent monocular vision, a very wide degree of field (180°), and they are able to detect movement even though a creature is normally invisible due to magic, astrally projected or ethereal. Thus, only complete motionlessness can avoid visual detection by a kuo-toan. They see into the infrared and ultraviolet spectra, and vibrations within 10' can be felt by these creatures, so they are only surprised on a 1 (in 6).

Kuo-toans are totally immune to poison and are not affected by paralysis. Spells which generally affect only humanoid-type creatures (*charm person*, *hold person*, *sleep* and so on) have no effect on these creatures. Electrical attacks cause only half damage (or none if a saving throw is made). A *magic missile* will cause only 1 hit point of damage to a kuo-toan, and all forms of illusion are useless against them. However, kuo-toans hate bright light — such as from a *light* spell — and fight at –1 on 'to hit' rolls when exposed to such illumination. They suffer full damage from all fire-based attacks and saving throws against such attacks are at –2 on the die.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood — as clerics, cleric/assassins or as special celibate monks. The latter are 'monitors' whose role it is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or to kill. A monitor has 56 hit points, attacks at 7th level, and has the following characteristics:

- twice normal movement rate
- surprised only on a 1 in 10
- armour class 1

4 attacks per round, 2 bare-handed doing 2–8 hit points of damage (double if attacking to subdue), 2 with teeth doing 2–5 hit points of damage; one hands/bite routine in the forepart of a round and the second in the last portion.

Subdued creatures cannot be larger than man-sized or slightly larger (up to 8' tall/500 pounds). Subduing attacks cause only half actual damage, but when hit points scored equal the total for the creature it is rendered unconscious for 3–12 rounds.

Kuo-toans do not generally co-operate from community to community, although they have special religious places in common. These places are usually for intergroup trade, councils and worship of Sea Mother, so they are open to all kuo-toans. These religious communities, as well as other kuo-toan settlements, are open to the drow and their servants, for the dark elves provide useful goods and services as slave-traders and merchants, but the drow are both feared and hated by the kuo-toan people, so there are frequent kidnappings and minor skirmishes between the peoples. The illithids (mind flayers — see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Mind Flayer**) are greatly hated by the kuo-toans and they and their allies are attacked on sight. Despite their common hatred of mind-flayers, the kuo-toans and githyanki are not on good terms with each other; the kuo-toans entertain deep mistrust of githyanki and do their best to avoid them. Kuo-toans will always attack githzerai.

Slaves obtained by the kuo-toans are used for labour, food and sacrifice. The composition of any slave group can be determined at random from the following table:

Die roll	Race of slave	Die roll	Race of slave
1	dwarf	8	half-orc
2	elf*	9	hobgoblin
3	gnoll**	10–14	human
4–5	gnome (svirfneblin)	15–16	lizard man
6	goblin	17–18	orc
7	half-elf	19–20	troglydite

*25% chance for bugbear in community isolated from drow

**50% chance for drow in community isolated from drow.

The kuo-toans speak the strange subterranean trade language common to most intelligent dwellers in the underworld. In addition, they speak their own arcane tongue and can communicate with most fish by empathic means. Their religious speech is a corruption of the language used on the *Elemental Plane of Water* and if a cleric is near it is 75% improbable that any creature from this plane will attack kuo-toans, for the cleric will speak and request that they be spared in the name of Sea Mother (Blibdoolpoolp).

Description: A kuo-toan presents a cold and horrid appearance. A typical specimen looks much as if a human body, albeit a paunchy one, had been covered with scales and topped with a fish's head squarely on the shoulders. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and opposing digit, partially webbed. The legs and arms are short for the body size. Their colouration is pale grey, with undertones of tan or yellow in males only, and the whole skin has a sheen from its slime covering. The colour darkens when the individual is angry and pales when the creature is badly frightened.

The kuo-toa have passed their prime as a race, and now struggle simply to retain their current holdings and some degree of cultural integrity. While there are still many kuo-toan communities, their inability to cooperate in the face of threats makes them susceptible to military conquests by other, more disciplined races.

Worship of the Sea Mother is the one unifying element of kuo-toan culture. A few of the oldest and wisest kuo-toan clerics dream of joining their chaotic and feuding factions into one mighty army, and carrying forth a great holy war in the name of the Sea Mother. While this is not likely to come about, the few believers constantly work to carry the plan forward.

The dramatic decline of the kuo-toan race has resulted in a very high incidence of insanity among kuo-toans. As many as 5% of all men-fish suffer from mental imbalance and are prone to go berserk at the slightest provocation. This has led to the development of a "monitor" class of elite kuo-toans that are charged with controlling the members of their race that succumb to insanity.

Kuo-toans rarely trade with other races, as they have no industries and little to offer in trade. They are always interested in acquiring slaves, however, and will work out any means to do so. These means include brute force, treachery, or bartering a rare useful item.



LAMIA

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 24"
 HIT DICE: 9
 % IN LAIR: 60%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Lamias prefer to dwell in deserts — in ruined cities, caves, or the like. Their upper torso, arms, and head resemble a human female, while their lower body is that of a beast. Lamias are very fast and powerful. They usually are armed with daggers.

A lamia is able to use the following spells once per day: *charm person*, *mirror image*, *suggestion*, and *illusion* (as a wand). These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour. The lamia's touch permanently drains 1 point of wisdom from a victim, and when wisdom drops below 3 they willingly do whatever the lamia tells them to do. Lamias first drain their prey of blood and then feast upon the flesh. They can speak their alignment language and the common tongue.

LAMIA NOBLE

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 6
 MOVE: 9"
 HIT DICE: 10+1
 % IN LAIR: 60%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS:
Spells — see below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 VII/2,550 + 14 per hit point



These beings have rule over other lamias and the wild, lonely areas they inhabit. They differ from the normal lamia (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** — *Lamia*) in that the lamia noble's lower body is that of a giant serpent and the upper body can be either male or female. If male, they wield short swords and have magical ability at experience level 1-6 in addition to the spells *charm person*, *mirror image*, *suggestion* and *illusion*. Those with female upper bodies are unarmed and only attack by means of spells; however they are more experienced magically and will have abilities at experience level 2-8 together with the spells listed above. The lamia noble's touch permanently drains 1 point of wisdom from a victim, and when wisdom drops below 3 the victim will willingly do whatever the lamia noble tells him to do.

All lamia nobles are able to assume human form (though intelligent humanoids will always be able to penetrate the disguise) and in this guise attempt to penetrate human society to wreak acts of evil. They speak all the languages of the man-like races.

When in human form they will be recognised as lamias only by humans and demi-humans of the 7th experience level or above (10% cumulative chance per level above 6th with clerics receiving a flat 15% extra chance).

Lamia nobles are given to outbursts of senseless violence.

LAMMASU

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 6
 MOVE: 12"/24"
 HIT DICE: 7 + 7
 % IN LAIR: 30%
 TREASURE TYPE: R, S, T
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6/1-6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful good*
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Lammasu dwell in warm regions, but they occasionally visit every clime. It is the nature of these creatures to aid and protect lawful good persons and they are of generally kind and friendly disposition to all good creatures.

A lammasu is able to become *invisible* and/or *dimension door* at will. They radiate a *protection from evil* in a 10' radius which has double strength (-2 on evil attacks, +2 on saving throws against evil attacks). Additionally, they are able to use clerical spells up to 4th level, doing so at a 6th level proficiency. A lammasu can employ 4 spells of the 1st level, 3 of the 2nd, 2 of the 3rd, and 1 of the 4th. They have *cure wounds* spells of double effect (4-14 and 8-28). 10% of these creatures can speak a *holy word* as well. Lammasu communicate in their own tongue, the language of lawful good, and through a limited form of telepathy.

LAMMASU, GREATER

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 3
 MOVE: 15"/30" (MC: B)
 HIT DICE: 12+7
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-12/2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below

MAGIC RESISTANCE: 40%
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Lawful good
 SIZE: L (5' high at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VIII/3950 + 18/hp

As with their smaller, less powerful kin, greater lammasu favor warm regions but occasionally venture even into arctic ones. They, too, seek to protect and assist creatures of good alignment, especially those of order and law. They typically dwell with 6 or more ordinary lammasu.

Greater lammasu can travel the Astral and Ethereal Planes at will. They can become *invisible*, *dimension door*, and *teleport* with no error, at will, 1 at a time, 1 per round. They radiate *protection from evil* for a 20-foot radius with double effect: -4 to evil attacks and +4 on any saving throws. Their clerical spell usage is of 5th level ability and consists of 5 1st-level, 4 2nd-level, 3 3rd-level, 2 4th-level, and 1 5th-level spells. The cures of the greater lammasu are double strength and based on 1d6+1, so that a *cure light wounds* will cure 4-14 lost hit points and a *cure serious wounds* has double effect (8-28). Fifty percent of greater lammasu can speak a *holy word* in addition to lower level spell use. Their level of spell-like ability is 12 (as hit dice).

Greater lammasu have *empathy*, *telepathic communication*, and speak both the limited language of lawful good and the speech of the lammasu.

LAMPREY

	Normal	Giant
FREQUENCY:	Uncommon	Rare
NO. APPEARING:	1-2	1-4
ARMOR CLASS:	7	6
MOVE:	12"	9"
HIT DICE:	1 + 2	5
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-2	1-6
SPECIAL ATTACKS:	Drain blood	Drain blood
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	S	M
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil



Lampreys are leech-like eels which inhabit both fresh and salt water. They do not inhabit shallow bodies of water. They feed by biting their victims, fastening themselves to the hapless creatures with sphincter-like mouths ringed with cruel teeth. Once attached the lamprey will begin to drain blood on the next and each successive melee round. The rate of blood drain is equivalent to 2 hit points of damage per hit die the lamprey has. Thus, a giant specimen will drain blood causing 10 hit points of damage per melee round.

LAMPREY, LAND

FREQUENCY: Uncommon
 NO. APPEARING: 2-12
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 1+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 1 hp/round (see below)
 SPECIAL ATTACKS:
 Drain blood, encumber
 (see below)
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: Non-
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/36 + 2/hp

The land lamprey is a mutated version of the sea lamprey. It breathes air and moves in snake-like fashion. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments. Like their aquatic cousins, land lampreys feed by biting their victims, fastening themselves to the victims with their sphincter-like mouths, and draining blood. Once attached (a hit for 1 point of damage), a lamprey will drain blood for 3 successive rounds (unless killed or removed first) for 1 hit point of damage per round. In addition, while attached to a character, each land lamprey will *encumber* the individual; this is equivalent to a loss of 1 point of dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they will release their hold in an effort to avoid the flames.

A land lamprey is only about 3-feet long but fairly thick and heavy. Coloration ranges from light green to blackish green.



LAVA CHILDREN

FREQUENCY: *Very rare*
NO. APPEARING: 3–18
ARMOUR CLASS: 4
MOVE: 9"
HIT DICE: 4 or more
% IN LAIR: Nil
TREASURE TYPE: Q
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1–6/1–6/2–12
SPECIAL ATTACKS:
Spells — see below
SPECIAL DEFENCES:
'Immune' to metal — see below
MAGIC RESISTANCE:
Standard, but see below
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 4HD: III/150 + 4 per hit point
 5HD: IV/205 + 5 per hit point
Spell-casters: V/280 + 5 per hit point
Double-classed: V/475 + 6 per hit point
Triple-classed: VI/700 + 7 per hit point



These humanoids are approximately the same size as a broadly-built man; however, they have a curious child-like appearance, with pinkish-white skin and a permanent smile on their faces. They are the unnatural offspring of a union between spirits of earth and fire.

In melee they fight with their clawed hands (1–6 hit points of damage each) and a surprisingly powerful bite for 2–12 hit points of damage.

They are peculiarly 'immune' to metal. Metal simply does not exist for lava children. Thus any metal object can pass through them without harming them and they can move through metal without hindrance. Any metal worn by a victim of their attack is ignored for the purposes of computing armour class.

Most lava children have 4 hit dice and are of the fighter class, but some are exceptional. In any group of 3–7, there will be one higher-level fighter — a 'warrior' with 5 hit dice — which hits at +1. A group of 8–10 will contain one warrior and one magic-user, also of 5 hit dice. A group of 11–14 will include one warrior, one magic-user and one cleric, each with 5 hit dice, while a group of 15–18 will include all the above plus one double-classed warrior/magic-user of 6 hit dice.

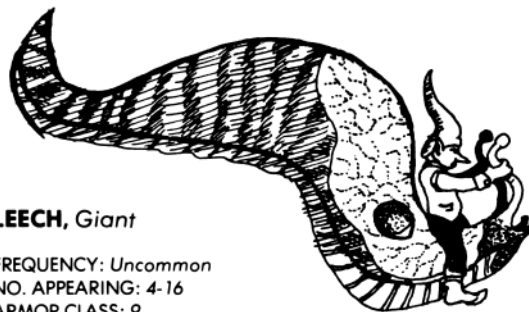
Magic-users have the use of the following spells, once each per day: *affect normal fires, burning hands, feather fall, light, fools gold, pyrotechnics, fireball* and *slow*. They cast these spells at the 6th level of magic-use.

Clerics have the use of the following spells: *cure light wounds, light, remove fear, find traps* (x2), *slow poison, continual light, dispel magic*.

Lava children are completely immune to fire and earth magic but vulnerable to air and water magic, taking one extra hit point of damage from the latter per level of the caster.

Lava children live underground or in volcanic regions. It is said that their highest leaders are triple-classed warrior/magic-user/clerics of 7 hit dice.

They speak their own sibilant tongue and the common tongue.



LEECH, Giant

FREQUENCY: *Uncommon*
NO. APPEARING: 4–16
ARMOR CLASS: 9
MOVE: 3"
HIT DICE: 1–4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–4
SPECIAL ATTACKS: Drain blood
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S to M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Found only in the fetid waters of swamps and marshes, giant leeches are a threat to any warm-blooded creature which passes within their movement range of 3". These horrors wait in the mud and slime for prey, and as it passes they strike. Giant leeches range from 1 to 4 hit dice in size; various sized creatures usually are found in the same group. The initial attack also attaches the sucker mouth of the giant leech, and on the next melee round, and on each round thereafter, it will drain blood the equivalent of 1 hit point damage per hit die it possesses. There is only a 1% chance that the victim will be aware of the attack unless it comes out of the water, for the leech has anesthetizing saliva, and its bite and blood drain are not usually felt until weakness (loss of 50% of hit points) makes the victim aware that something is amiss. Giant leeches will come out of water at night to attack prey within 3". They can be killed by attack or with quantities of salt sprinkled on their bodies. There is a 50% chance that the bite of one of these creatures will cause disease which will be fatal in 2–5 weeks unless cured.

LEOPARD

FREQUENCY: *Uncommon*
NO. APPEARING: 1–2
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 3 + 2
% IN LAIR: 5%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1–3/1–3/1–6
SPECIAL ATTACKS: Rear claws for 1–4/1–4
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

These carnivores live in tropical woodlands and jungles. They hunt by laying in wait and leaping upon their prey, surprising on a 1–3. Leopards can spring 20' upwards or ahead 25'. If they score hits with both forepaws during a melee round, the leopard gains 2 additional attacks that round, each attack at 1–4 hit points damage.

If found in their lair, there is a 25% chance that there will be 1–3 cubs there. These young will have no effective attack.



LEPRECHAUN

FREQUENCY: *Uncommon*
 NO. APPEARING: 1 or 1-20
 ARMOR CLASS: 8
 MOVE: 15"
 HIT DICE: 2-5 *Hit points*
 % IN LAIR: 10%
 TREASURE TYPE: F
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 80%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Neutral*
 SIZE: S (2' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Leprechauns normally dwell only in fair, green lands with lush hills and dales for them to frolic through. Occasionally a party of adventurous ones will reside elsewhere for a time. These small creatures of magical talent and mischievous nature can become *invisible* at will, *polymorph non-living objects*, create *illusions*, and use *ventriloquism* spells as often as they like. Their keen ears prevent them from being surprised. Being full of mischief they will often (75%) snatch valuable objects from persons, turn invisible and dash away. The object stolen will be valuable, and there is 75% chance of such theft being successful. If pursued closely there is a 25% chance per turn of pursuit that the leprechaun will drop the stolen goods.

If caught or discovered in its lair the leprechaun will attempt to mislead its captor into believing he is giving over his treasure while he actually is duping the captor. It will require great care to actually obtain the leprechaun's treasure.

Note: Leprechauns have a great fondness for wine, and this weakness may be used to outwit them.

Rumor has it leprechauns are a species of halfling with a strong strain of pixie.

LEUCROTTA

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 6 + 1
 % IN LAIR: 40%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Kick in retreat*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



This weird creature haunts deserted and desolated places, for it is so ugly most other creatures cannot bear the sight of it. The body of a leucrotta resembles that of a stag, its tail being rather lion-like, and its legs end in cloven hooves. Its head is that of a huge badger, but instead of teeth it has sharp, jagged boney ridges. This monster is very sly and can imitate the voice of a man or woman. They will do this to trick prey to approach within attack distance. When retreating the leucrotta can kick backwards with booth hooves, causing 1-6 hit points damage with each that hits. The monster speaks the language of its alignment as well as the common tongue.

LION

	Lion	Mountain Lion	Spotted Lion
FREQUENCY:	<i>Uncommon</i>	<i>Uncommon</i>	<i>Rare</i>
NO. APPEARING:	2-12	1-2	2-8
ARMOR CLASS:	5/6	6	5/6
MOVE:	12"	15"	12"
HIT DICE:	5 + 2	3 + 1	6 + 2
% IN LAIR:	25%	10%	25%
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/1-10	1-3/1-3/1-6	1-4/1-4/1-12
SPECIAL ATTACKS:	Rear claws for 2-7/2-7	Rear claws for 1-4/1-4	Rear claws for 2-8/2-8
SPECIAL DEFENSES:	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Semi-</i>	<i>Semi-</i>	<i>Semi-</i>
ALIGNMENT:	<i>Neutral</i>	<i>Neutral</i>	<i>Neutral</i>
SIZE:	L	M	L
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Attack/Defense Modes:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>

Lions generally inhabit warmer climates — warm temperate to tropical. They will thrive in any region, from desert to jungle, swamp to savannah. Lions hunt in packs (prides), the males seldom doing any actual stalking/killing of prey. The lioness is the real huntress. All these creatures can spring up to 30'. Males, however, are ferocious fighters, and will actively defend their group territory. Male lions have armor class 5 forequarters and armor class 6 hindquarters, lionesses have the latter armor class. A typical pride consists of 1-3 males and 1-9 females. If found in their lair there will be 1-10 cubs from 30% to 60% grown which will not fight. There will be 1-4 lionesses with these cubs which will immediately attack.

Lions do not climb trees well and they dislike swimming.

If a lion scores two paw hits during *melee* it gains the advantage of raking with its two rear claws that turn, each rake causing 2-7 points of damage.

Mountain Lion: This creature is not actually a true lion, but a species of great cat. They inhabit forests and deserts as well as mountains. They are somewhat cautious, but they are fierce fighters if threatened or cornered. They can spring upwards 15' or ahead at least 20' to attack. Their rear claws each rake for 1-4 hit points damage.

Spotted Lion: Also known as cave lions, spotted lions are larger, spotted specimens of the common lion. They roam the plains of the pleistocene epoch, with but few being found elsewhere. Their hunting traits and group closely resemble those of their smaller, more modern kin.

LIZARD

	Fire	Giant	Minotaur	Subterranean
FREQUENCY:	Very rare	Uncommon	Rare	Uncommon
NO. APPEARING:	1-4	2-12	1-8	1-6
ARMOR CLASS:	3	5	5	5
MOVE:	9"	15"	6"	12"
HIT DICE:	10	3 + 1	8	6
% IN LAIR:	50%	Nil	80%	20%
TREASURE TYPE:	B, Q (X 10) S, T	Nil	J-N, Q, C (magic)	O, P, Q (X 5)
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1-8/1-8/ 2-16	1-8	2-12/2-12/ 3-18	2-12
SPECIAL ATTACKS:	See below for each type of lizard			
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
INTELLIGENCE:	Animal	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
SIZE:	L (30' long)	L (15' long)	L (40' long)	L (20' long)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil

Fire Lizard: These reptiles may be an ancestral dragon type or an offshoot of a common ancestor. In any case these creatures resemble red dragons, are sometimes called "false dragons," and the latter seem to avoid confrontation with fire lizards. They are slow-moving creatures and often (50%) sleep for long periods. They are found in subterranean lairs, coming forth every fortnight or so to hunt. As shiny things attract them, fire lizards collect metals and gems in their den. There is a 10% chance that the lair will contain 1-4 eggs (market value 5,000 gold pieces each), but the fire lizard does not otherwise care for its young which depart after hatching.

While the fire lizard usually attacks with a combination of two raking claws and a bite, it can also breathe forth a puff of flame from its mouth, a truncated cone ½" diameter at the mouth by 1" diameter, by 1½" long, which causes 2-12 hit points damage (1-6 if saving throw is made). Fire-based attacks do not harm a fire lizard.

Fire lizards are typically a neutral gray in color, with mottlings of red brown on the back and reddish undersides. Younger ones are lighter, old (50 to 100 years) specimens are darker.

Giant Lizards: The giant lizard is remarkable only for its size. They dwell in marshes and swamps by preference. Because of their large maws, they are able to engulf prey. Any "to hit" score of 20 indicates the creature has snapped both jaws onto its opponent, thus causing double damage (2-16 hit points).

Minotaur Lizard: These huge reptiles are very aggressive carnivores, usually inhabiting only warm regions. While moving slowly, they hide and quickly snatch at prey, surprising it on a 1-4. They have long sharp talons and teeth which inflict terrible wounds. Subdued prey is dragged into the lizards' den to be devoured at leisure. Because of the mouth-size of these creatures, a roll of 20 indicates a minotaur lizard attack has picked up any creature of man-size and weight or less (7' or less, 300 pounds or less) and has it fast in its mouth where it will be helpless to attack next round, but where the lizard is certain to be able to bite the creature again.

Subterranean: A variety of giant lizard which is found only underground, the subterranean lizard is most aggressive and dreaded, for it is able to run along ceilings or walls as easily as floors because of its suction cupped toes. Worse still, its horrible teeth inflict great wounds, and it can cause double damage on hits where it clamps both jaws firmly on its victim (indicated by a die roll of 20). As with most other lizards, it typically drags its prey to its lair before devouring it.



LIZARD MAN

FREQUENCY: Rare
 NO. APPEARING: 10-40
 ARMOR CLASS: 5 (4)
 MOVE: 6"/12"
 HIT DICE: 2 + 1
 % IN LAIR: 30%
 TREASURE TYPE: D
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-2/1-2/1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low (average)
 ALIGNMENT: Neutral
 SIZE: M (about 7' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Lizard men are semi-aquatic, breathing air but often (35%) dwelling totally underwater and having caves which are not water filled in which they lair. They are typically found in swamps, marshes, and similar places. They band together in rough tribal form. They are omnivorous, but lizard men are likely to prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and survivors as captives, and take the lot back to their lair for a rude and horrid feast. About 1 tribe in 10 has evolved to a higher state. These lizard men will dwell in crude huts, use shields (thus armor class 4) and hurl barbed darts (3" range, 1-4 points damage) or javelins (1-6 hit points damage) before closing with enemies. In combat these advanced lizard men employ clubs (treat as morning stars). They speak their own language.

LIZARD KING

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOUR CLASS: 3
 MOVE: 15"/12"
 HIT DICE: 8
 % IN LAIR: 20%
 TREASURE TYPE: E
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS:
 Skewering — see below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic evil
 SIZE: L (about 8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 VI/550 + 10 per hit point



The lizard king is a variety of the lizard man (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) — taller, more intelligent and more human-like than a normal lizard man. It dwells in damp areas, usually near an underground river or lake. It will have 10-100 lizard men followers/guards from which it demands two human sacrifices each week. These followers will always make every effort to meet the demands of their master since the king, if it lacks human sacrifices to eat, will substitute two of its followers for each human not available.

The trident of the lizard king is a fearsome weapon which can inflict 5-20 hit points of damage on a victim. If the "to hit" die roll is 5 or more greater than the score needed to hit, the trident will skewer the victim, doing double normal damage and a minimum of 15 hit points. However, the trident's special properties only function when used by lizard kings; sages have pondered this singular weapon behaviour for many years but have so far come to no conclusions — certainly the trident behaves, in the hands of a human, just like a normal trident.

With the exceptions noted, the lizard king has all the characteristics of the normal lizard man.

LOCATHAH

FREQUENCY: *Rare*
 NO. APPEARING: 20-200
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: A
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Very*
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The locathah are a humanoid race of aquatic nomads. They roam shallow sea waters, hunting and gathering food from bountiful warm waters.

For every 40 locathah encountered there will be a leader with 18 hit points (treat as a 4th level fighter) and 4 assistants with 14 hit points (treat as 3rd level fighters). If more than 120 are encountered there will be in addition

a chief with 22 points (treat as a 5th level fighter) and 12 guards (12-14 hit points, 3rd level fighters).

Locathah are always mounted upon giant eels, their steeds. These creatures also fight. (See Eel for statistics.) A typical force of locathah will be armed as follows:

lance	20%
crossbow	30%
trident	30%
net & dagger	20%

The lair of these aquatic nomads is typically some castle-like undersea rock which the locathah have hollowed out into rooms, passages, etc. It will be guarded by stout doors and have the additional protection of moray eels (4-16) as warders and it is 50% likely that there will be a Portuguese man o' war trap as well.

Description: Locathah are scaled in hues of pale yellow. Their ears are fanned with fins to increase hearing, and their eyes are large in order to see better in their watery domain. Their back scales and fins are darker than those in front.

LUCK EATER

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: *Nil*
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: S (1' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: III/125 + 4/hp

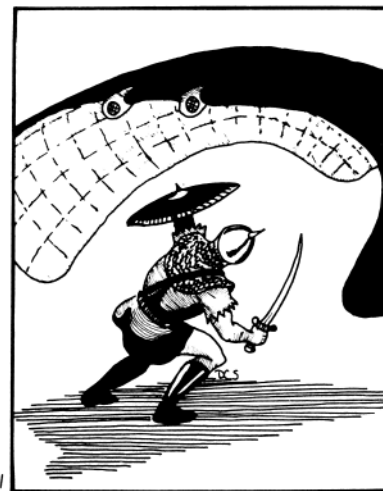
The deceptive form of the luck eater is that of a golden-furred cat. It may be found nearly anywhere, often lurking in a hidden niche and surprising on 1-4. It purrs when approached, causing all creatures within 30 feet to save vs. spell or become attracted to the beast. Creatures attracted to it will want to take it with them, unharmed; it will always permit this and stay with the victim(s) for 2-5 hours, purring all the

while. The aura emanated by the luck eater is such that all creatures within range of the purr suffer a 10% (-2) penalty on all saving throws, damage, and chances to hit. Failure to save has no effect, but note that all within range must save each round until attracted. The luck eater somehow feeds on the luck thus lost, becoming sated only after the indicated duration has elapsed. If the creature goes without food for any 3-turn period (i.e., if no rolls are made in 30 minutes of character time), the luck eater will alter its purr slightly, causing its benefactors to attack the next creature encountered. If yet another 3 turns elapse with no food forthcoming, the aura is altered again, causing the benefactors to fight among themselves for 10 rounds or until a death occurs. However, this extreme measure effectively negates the enchantment, and the luck eater always sneaks off unnoticed near the end of such battles. Otherwise, the creature will leave quickly when sated, still purring. Creatures previously attracted will allow it to leave, defending it if necessary; they will regain their senses 1-6 turns later.



LURKER ABOVE

FREQUENCY: *Uncommon*
 NO. APPEARING: 1 (1-4)
 ARMOR CLASS: 6
 MOVE: 1"/9"
 HIT DICE: 10
 % IN LAIR: 50%
 TREASURE TYPE: C, Y
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (20' "wing" spread)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The lurker above is a carnivorous creature found only in subterranean places. If the chamber or cave is large there might be as many as 4 of them, but normally only 1 is encountered. A lurker' can creep along surfaces but slowly (1") or by using a gas which it generates and excretes into sacs about its body. This gives the lurker above a neutral buoyancy, and it then flaps its wing-like appendages and flies about.

They surprise prey on a 1-4 (on a 6-sided die). When disturbed the lurker' drops from the ceiling, smothering all creatures beneath in the tough folds of its "wings." This constriction causes 1-6 points of damage per round, and the victims will smother in 2-5 rounds in any event unless they kill the lurker' and thus break free. Unintelligent, the lurker' will fight until dead. Prey caught in its grip cannot fight unless the weapons used are both short and in hand at the time the creature falls upon them.

Description: This terrible beast somewhat resembles a large manta ray. Its greyish belly is so textured as to appear to be stone, and the lurker' typically attaches itself to a ceiling where it is almost impossible to detect (90%) unless actually prodded.



LYCANTHROPE

	Werebear	Wereboar	Wererat	Weretiger	Werewolf
FREQUENCY:	Rare	Rare	Uncommon	Very rare	Common
NO. APPEARING:	1-4	2-8	4-24	1-6	3-18
ARMOR CLASS:	2	4	6	3	5
MOVE:	9"	12"	12"	12"	15"
HIT DICE:	7 + 3	5 + 2	3 + 1	6 + 2	4 + 3
% IN LAIR:	10%	20%	30%	15%	25%
TREASURE TYPE:	R, T, X	B, S	C	D, Q (X 5)	B
NO. OF ATTACKS:	3	1	1	3	1
DAMAGE/ATTACK:	1-3/1-3/ 2-8	2-12	1-8 (sword)	1-4/1-4/ 1-12	2-8
SPECIAL ATTACKS:	Hug for 2-16	Nil	Surprise on 1-4	Rake for 2-5/2-5	Surprise on 1-3
SPECIAL DEFENSES:	All are hit only by silver or + 1 or better magic weapons				
MAGIC RESISTANCE:	All lycanthropes have standard resistance				
INTELLIGENCE:	Exceptional	Average	Very	Average	Average
ALIGNMENT:	Chaotic good	Neutral	Lawful evil	Neutral	Chaotic evil
SIZE:	L	L	S-M	L	M
PSIONIC ABILITY:	No lycanthrope possesses psionic abilities				

Attack/Defense Modes:

Lycanthropes are humans with the ability to assume animal form. During the hours of darkness they most commonly shape change to their animal form. In periods with a full moon lycanthropes are 90% likely to be compelled to assume their alter-shape. They usually move about as humans for whatever purposes they may have. Each type knows its own language in addition to Common.

Any humanoid creature bitten by a lycanthrope for damage equal to or greater than 50% of its total potential (but not actually killed and eaten) is infected by the disease of lycanthropy. If the person is carrying belladonna there is a 25% chance that this will cure the affliction if it is eaten within 1 hour. Note that this infusion will incapacitate the victim for 1-4 days and there is a 1% chance that the poison in the belladonna will kill. Otherwise, a *cure disease* spell from a 12th or higher level patriarch must be placed upon the victim within 3 days or he or she will become a lycanthrope in 7-14 days. There are some other forms of lycanthropes, but these are very rare in the extreme.



Werebear: Great werebears are the most powerful of all lycanthropes. They never are found in other than full-grown state. Werebears alone are 50% likely to be in company with 1-6 brown bears. They are able to summon 1-6 brown bears in 2-12 turns if any such creatures are within one mile of the werebear. Their human form is typically large, hirsute, and of solitary temperament. These creatures heal their wounds at three times the normal rate and are not subject to disease. They can cure disease in another creature in 1-4 weeks if they so desire.



Wereboar: Found in dense woodlands and similar areas, wereboars are of ugly temper and likely to attack. In their human shape they are usually hot tempered and irascible — typical berserker nature. Wereboars seldom mingle with normal boar-kind (15% chance).



Wererat: Sometimes known as ratmen, these sly and evil creatures inhabit subterranean tunnel complexes beneath cities. Wererats are able to take three forms — human, human-sized ratman, and giant rat. They are typically sword-armed. They use their human form to dupe humans, luring them to a place where they can be captured to be held for ransom or possibly eaten. Wererats prefer to move about in a rat-like shape, smaller than a man but much larger than a normal rat. They are capable of summoning and controlling giant rats, each wererat doing so with 2-12 of the creatures.



Weretiger: Weretigers are quite similar to normal tigers in their habitat. They are most often female. It is only 5% likely that weretigers will mingle with the normal sort of cat. They have the power to speak with all sorts of cats, however, and cats are 75% likely to be friendly with the weretiger because of this.



Werewolf: In their human form, werewolves are very difficult to detect, for they can be of nearly any build and of either sex. Werewolves are prone to retain bipedal form in their wolf state, but wolweres (wolves which can become men) always take normal wolf form. Both sorts are likely to be found in a pack. Werewolf packs can be family groups if they number 5 to 8. Family packs consist of a male, female and 3 to 6 young of 60% to 90% growth. The male will fight at +2 to hit and full damage each time he hits if the female is attacked. If the cubs are attacked the female will attack at +3 to hit and do full damage possible each time she hits. The young fight at -4 to -1 to hit, according to their maturity, and inflict 2-5 points of damage/attack.

Foxwoman

FREQUENCY: Very rare
NO. APPEARING: 1 (see below)
ARMOR CLASS: 2 or 4 or 6
MOVE: 24" or 18" or 12"
HIT DICE: 8+1
% IN LAIR: 25%
TREASURE TYPE: E, Q (x5), S
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 1-2 or 2-12 or
 by weapon type
SPECIAL ATTACKS:
 Charm, spells
SPECIAL DEFENSES:
 Hit only by
 silver or +1 or
 better magic weapons
MAGIC RESISTANCE: Standard
 (except as elven woman)
INTELLIGENCE: Average to
 exceptional
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1700 + 12/hp



Foxwomen are lycanthropes able to assume 3 forms rather than the standard 2. The statistics above reflect the 3 possible forms in which they may be encountered.

Foxwomen are solitary only with respect to their own kind. They have infravision (6") in all forms. Dwelling in lonely woodlands, the foxwoman will always have 2-5 charmed males as servants and companions. The lair will be a hidden cottage or comfortable cave complex complete with typical human comforts. The males with the lycanthrope will be armed and do their utmost to protect their mistress. The males may be elven (25%), human (25%), or half-elven (50%).

At least 1 of the males will be a fighter (70%) or ranger (30%) of 2nd-5th level. There is a 50% chance for any 1 of the other males to also be a fighter of 1st-4th level. There is a 10% chance that 1 of the remaining

males will be a cleric (10%), druid (45%), magic user (5%), illusionist (5%), thief (25%), or some other class of 1st-4th level character (10%). Of course, if the male is an elf or half-elf he can have multi-class ability (25% chance for 2 or 3 professions), and this is automatically true if "doubling up" is indicated by the results of the rolls given above. All males who do not fit into the above categories are 0-level fighters and 1-hit die elves and half-elves. Determination of males' magic items should be accomplished by use of Appendix P in THE DUNGEON MASTER'S GUIDE.

There is a 10% chance that the foxwoman has stolen an elven girl child, infected her with her form of lycanthropy, and is raising her as a foxwoman. Such a child will be from 6-13 (1d8+4) years of age. If she is 12 or 13, treat her as a normal foxwoman; otherwise, she will be noncombatant. Foxwomen can inflict lycanthropy only in their vixen form. A foxwoman may be encountered in any of the 3 forms given below.

Silver Fox: In this form, the foxwoman appears to be nothing more than a large fox. The movement rate is very fast (24"), and the foxwoman can *pass without trace* (as spell) and be 90% undetectable in natural cover if she passes out of actual view for only 1 segment.

Vixen: This form is a mix between fox and elf. When in vixen form, the foxwoman appears to be a silver-furred elf with a fox-like head. The vixen form allows a ferocious biting attack which will infect elven and half-elven females with lycanthropy and cause such victims to themselves become foxwomen within 3 days unless both *cure disease* and *remove curse* are used to negate the horrible effect.

Elven Woman: In this form the foxwoman has a comeliness rating of 21 with respect to human and demihuman males. Those males with wisdom of 13 or less will effectively be under a charm spell. Those of 14 or greater wisdom will not be charmed, but they will find the foxwoman attractive nonetheless. Preferred males will be kept; those not kept will be slain quietly. Dwarves, gnomes, and halflings will definitely be automatically slain (as opportunity presents). The foxwoman in elven woman form will have magic use as well. Level will be between 1st and 4th, but no progression is possible. Cantrips and spells known (and in spell books) must be determined randomly. In this form, a foxwoman is 90% resistant to sleep and charm spells and gains +1 with bow and sword (as does a normal elf). The hair will be silver or silver streaked, and will show a widow's peak. Thus, a prudent person can be alerted to the fact that the elf is actually a foxwoman.

JACKALWERE

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 4
% IN LAIR: 30%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Gaze causes sleep
SPECIAL DEFENSES: Iron or +1 weapons to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: S (M)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



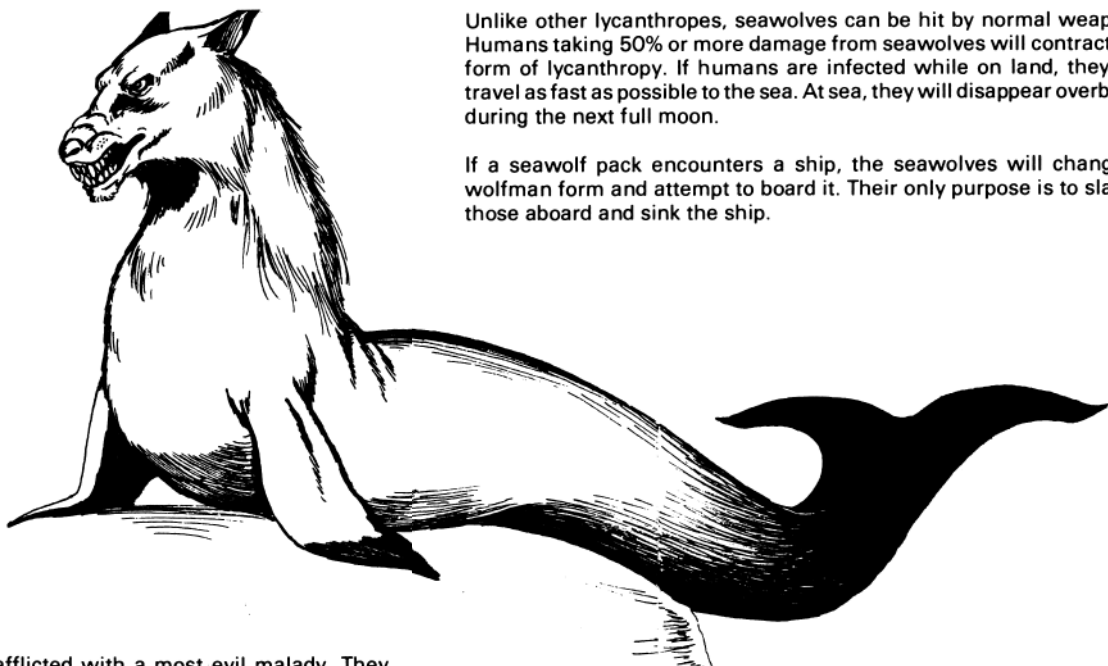
The jackalwere is a malign foe of humankind, a jackal able to assume the form of a man. In this guise they roam about seeking to waylay and murder humans. They then steal their riches and eat the slain victims. The jackalwere can use human weapons. Its gaze will have the effect of a sleep spell on any unsuspecting creature which fails its saving throw versus magic. Note: a hostile creature is not unsuspecting! Jackalwere will sometimes (20%) be found with normal jackals.



LYCANTHROPES

Seawolf (Greater)

FREQUENCY: Very rare
NO. APPEARING: 4-16
ARMOR CLASS: 5
MOVE: 9"/27"
HIT DICE: 9+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
 3-12 or 1-2 and
 by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Hit only
 by silver, cold iron,
 or +1 or better magic weapons
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to high
ALIGNMENT: Chaotic evil
SIZE: L (12'-15' long) or M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 12/hp



Unlike other lycanthropes, seawolves can be hit by normal weapons. Humans taking 50% or more damage from seawolves will contract this form of lycanthropy. If humans are infected while on land, they will travel as fast as possible to the sea. At sea, they will disappear overboard during the next full moon.

If a seawolf pack encounters a ship, the seawolves will change to wolfman form and attempt to board it. Their only purpose is to slay all those aboard and sink the ship.

Seawolves are lycanthropes afflicted with a most evil malady. They roam the waters in packs, hunting and seeking vessels so as to attack and inflict others with their hateful curse. Most seawolves were formerly fishermen or sailors. Upon sighting a vessel they will follow, slip aboard in human form, and attack. Typically, 1 or 2 deckhands will be bitten to death by the seawolves and their weapons taken. Then the lycanthropes will begin a general assault. Note that iron weapons (as well as silver and magic ones) harm seawolves. Bites of non-fatal sort cause seawolf lycanthropy in 2-5 days. The afflicted individual will then hurl himself or herself overboard in the night, change to the seawolf form, and swim away in search of a pack of fellow seawolves.

Seawolves are air breathers. Although able to stay submerged for 17-24 minutes, they must surface to get oxygen. In human form a seawolf has a lupine visage, tiny ears, and is covered with thick fur. The hair of the head streams down the neck and shoulders in a mane. In seawolf form the creature appears much as if it were a huge, wolf-headed seal which has fangs filling its mouth.

Seawolf (Lesser)

FREQUENCY: Very rare
NO. APPEARING: 3-18
ARMOR CLASS: 6 (7)
MOVE: 30"/12"
HIT DICE: 2+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 (3)
DAMAGE/ATTACK:
 2d4 (1-2/1-2/1-4)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
SIZE: M (6'-7')
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 II/50 + 3/hp



These savage lycanthropes have 2 forms. The first form is a furred mammal, porpoise-like in shape, with a wolf's head. In this form, seawolf packs hunt the creatures of the sea, surrounding their prey and biting with their canine fangs. The second form is that of a wolfman, a man-shape possessing the fur, claws, and teeth of a seawolf. Statistics for the wolfman form are given in parentheses above. Seawolves breathe air and must surface periodically. They can hold their breath as do dolphins.



Wereshark

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 12"/21"
HIT DICE: 10+3
% IN LAIR: 20% (if underwater)
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-20
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Hit only
 by silver or +1 or
 better magic weapon
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to
 exceptional
ALIGNMENT: Neutral evil
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1500 + 14/hp

Weresharks are humans afflicted with a form of lycanthropy which enables them to take shark form whenever they choose, as long as it is in darkness. Weresharks are found only in tropical areas. The human form of the creature is virtually indistinguishable from that of a normal human, although a wereshark will be large, muscular, cruel, and domineering. In shark form the creatures are huge and resemble great white sharks. They are solitary and will not hesitate to attack and devour true sharks if the mood is upon them. Weresharks have been known to establish an underwater lair in some place where sunken treasure lies so as to guard it for use in their human form. Such treasure can range from a few hundred coins to a considerable trove (such as type F). The wereshark lair will always be guarded by 2-5 normal sharks, whether or not the monster is personally present.

WOLFWERE

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 3
 MOVE: 15"
 HIT DICE: 5+1
 % IN LAIR: 35%
 TREASURE TYPE: B, 50%
 of S, T
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK:
 2-12 plus possible weapon
 SPECIAL ATTACKS: Singing
 brings on lethargy
 SPECIAL DEFENSES: Iron or
 +1 or better weapon to hit
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: High
 to exceptional
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/550 + 6/hp



Inhabiting out of the way places, the hated and feared wolfwere is the bane of humans and demihumans alike, for it is able to take the form of a human male or female of considerable charisma. In either its true shape or that of man, the wolfwere slyly hunts, slays, and devours its favored prey—men, halflings, elves, etc. A wolfwere will usually (75%) run with a pack of normal wolves (30%) or worgs (70%). When strong prey is encountered, the monster will slip away to its lair, don human garb, and approach the victims in the guise of a pilgrim, minstrel, tinker, or similar wanderer. Oftimes the wolfwere will carry a stringed instrument to play upon, so its crooning will not arouse suspicion. The powerful jaws of this creature can deliver terrible bites. Additionally, the wolfwere can half-change, gain human-like arms and legs, and wield a human weapon. It can still bite in this form. Worst of all, however, is the monster's song. Listeners are overcome with lethargy, just as if they had been slowed by a *slow* spell, unless each makes a saving throw vs. spells. The lethargy lasts for 5-8 rounds and cannot be countered once it takes effect. The monster can be hit only by cold-wrought iron weapons or those equal to +1 or better magic. It must be noted that a great enmity exists between wolfwere and werewolves. The wolfwere are disgusted by wolvesbane and shun it if possible.



"Whaddya mean we gotta talk to this lynx?? The last monster we talked to ate half of the party!"

LYNX, Giant

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 2 + 2
 % IN LAIR: 5%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-2/1-2/1-4
 SPECIAL ATTACKS: Rear claws for
 1-3/1-3
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These forest cats prefer cold regions. They are aggressive and compete well with other predators because of their intelligence. If found in their lair there is a 25% chance that there will be 1-4 kittens there, 10% to 30% grown, with no effective attack. Giant lynx climb very well, swim reasonably well, and they can leap 15'. If the lynx strikes with both forepaws, it will then get two additional attacks, raking with the rear claws, each causing 1-3 hit points of damage.

Giant lynx speak their own language. They have also learned to hide themselves in order to avoid detection (90% unlikely in normal circumstances) or surprise prey (surprise on 1-5). They are 75% accurate in detecting traps.



MAGNESIUM SPIRIT

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 0
MOVE: 36"
HIT DICE: 6+1
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: *Energy*
and strength drain — see
below
SPECIAL DEFENCES: *Can*
only be hit by silver and
magical weapons; and see
below
MAGIC RESISTANCE: 50%
and see below
INTELLIGENCE: *Very*
ALIGNMENT: *Lawful evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
VII/1,300 + 8 per hit point

It is believed that only three or four of these creatures exist, having been summoned originally to the *Prime Material Plane*, and stranded there, by an evil magic-user of high experience level who died as a result of the strain of the summoning. Their actual plane of origin is a matter of conjecture. Their behaviour is completely dominated by their need to inhabit the body of a character of 5th or higher level in order to perform the complex spell-casting ritual which will return them to their place of origin. Only a human body will give them the necessary psychic frame of reference, so they attack only humans.

In appearance the magnesium spirit resembles a cylinder of white flame, 5' tall and 3' diameter, with a wispy tail 5' long. However they do not give off any discernable heat.

Moving at extraordinary speed, the spirit will approach a party containing humans and quickly reach a position within 10' of its selected victim (chosen at random from the humans present), in which position it will pause and flare up in a split-second blinding flash of white light. All who are within 20' and who are observing the spirit (including non-humans) must make a saving throw versus petrification to escape blindness for 12 turns (two full hours). Treat the effects as the *blindness* spell of the illusionist.

The spirit will then attack, automatically gaining initiative each round even against *hasted* opponents. If it scores a hit it drains one energy level and two points of strength from the victim (the latter recoverable at the rate of 1 point per hour, the energy level drain being permanent); it also inflicts 3-12 hit points of damage. Once it has hit it is locked onto its victim's body and will merge gradually into that body, draining energy and strength and causing 3-12 hit points of damage per round as it does so. After two melee rounds of this merging process, the only way to hit the spirit without harming its victim is with holy water which will cause 2-7 hit points of damage to the spirit per vial-full and also force it to abandon the merging process (though it may attack the same victim or another human victim in the next round). During the merging process, the spirit causes damage automatically, requiring no 'to hit' roll.

If the spirit has achieved three rounds of the merging process without being forced to abandon its victim (i.e. two rounds during which it is vulnerable to normal attack and one round during which it is vulnerable only to holy water) it will have taken over its victim and the human persona will have been negated. If the victim has five or more

energy levels (hit dice) at that time (since he will have lost four, one from the initial attack and three from three rounds of the merging process, he must have been at least 9th level before the attack) the spirit will use the body to shriek out its spell, which takes 5 segments, and then body and spirit will vanish in a flash of light. The spirit has gone back to its plane of origin, never to return.

If the victim has fewer than five energy levels remaining (i.e. was at most 8th level before the spirit's first attack), the spirit will abandon the body and seek another, turning to another nearby human (if one is available) and commencing the attack process all over again on him. The body of the first victim, now a mindless husk, will collapse and will resist all resurrection attempts (though a powerful spell such as a *wish* will bring back the victim if used properly).

The magnesium spirit can only be harmed by silver or magical weapons. It has 50% magic resistance as well as immunity to *sleep*, *charm*, *hold*, *paralyzation* and *fear* spells. It is vulnerable to holy water at all times, whether during the merging process or otherwise, taking 2-7 hit points of damage per vial-full thrown onto it.

MAMMOTH

FREQUENCY: *Common*
NO. APPEARING: 1-12
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 13
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 3-18/3-18/
2-16/2-12/2-12
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *L (10' to 14' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil

There are several varieties of mammoth, including the woolly and imperial — the latter sort being the largest. They inhabit climes ranging from subarctic to subtropical of the Pleistocene epoch. These massive herbivores are quite aggressive if threatened.

As with elephants (q.v.) and mastodons, the mammoth has 5 attack forms, but in general can apply no more than 2 versus a single opponent.

The tusks of the mammoth are 50% heavier than those of the elephant, and their value is proportionately higher.

MANDRAGORA

FREQUENCY: Very rare
 NO. APPEARING: 3-18
 ARMOR CLASS: 5
 MOVE: 12" (6")
 HIT DICE: 1+1 or 2+2
 depending on size
 % IN LAIR: 45%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 1-4
 (plus strangulation)

SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Low to average
 ALIGNMENT: Neutral evil
 SIZE: S (1'-2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: Variable

A mandragora is a vegetable creature, a thing that lurks in woodlands and preys upon unsuspecting humans. A group of mandragora typically lair in the heavy soil of a forest, favoring areas near ipp trees, briar, or willows. They develop a system of narrow burrows which enable them to attach themselves to tree roots to feed if there is no human food available. If such a lair is exposed to full daylight, the mandragoras will be stunned for 1-4 segments by the light, for they are creatures of darkness.

They attack by whipping their tentacle-like upper appendages. These whip blows not only cause lacerations but will also cause a victim to strangle if struck around the throat. Any to-hit score of 20 indicates a neck/throat hit. If appropriate, such a hit thereafter causes strangulation damage of 1-4 points per round. This reduces the mandragora's attacks to 1, and if the other upper appendage also hits on a score of 20, then strangulation damage is doubled, and no further attacks, other than choking constriction, are made. The strangulation will always continue until the mandragora is killed.

Because the mandragora is vegetable, it is not affected by spells which normally affect animals. *Sleep* spells have no effect. It suffers only half-damage from all forms of fire, because a mandragora is always wet and slimy. Its smaller, hair-like roots enable it to both "smell" and "hear." It will always sense the presence of creatures within 120 feet, but until the sun sets, a mandragora will not leave its earthy lair to attack.

The mandragora has a mottled brown and black covering which oozes a greenish fluid. The splay-rooted lower appendages, trunk, upper appendages, and pointed "head" having warty growths which resemble a human face give it a man-like appearance. It is often confused with the mandrake, a different sort of creature altogether.

MANTARI

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOUR CLASS: 9
 MOVE: 18"
 HIT DICE: 1+1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 Special — see below
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral evil
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 111/65 + 2 per hit point



This flying creature bears a close resemblance to the marine ray, with a flat body about 3' long (and nearly as wide) and a 4' long thin whip-like tail. The mantari (singular and plural) usually preys on giant rats and the like for food, but it is normally (85%) aggressive when encountering other creatures and humans. It flies with its tail held vertically downwards, but when attacking — diving onto its victim from a height of 10'-12' above ground — the tail assumes a forward-pointing acute angle with the body.

It strikes solely by whipping a victim with its tail. The sting in the tip of the tail is not poisonous, but acts on the victim's nervous system. The number of hit points of damage inflicted by a hit is equal to the difference between 19 and the victim's constitution (so a victim with constitution 12 would take 7 hit points of damage). No saving throw is permitted against the effects of the sting.

Furthermore, if the same victim is hit in two successive melee rounds, the damage inflicted by the second hit is four times normal. There is no additional damage bonus for the third or subsequent successive hit on the same victim — each counts as four times normal.

The mantari is found in most types of locale, though its preferred haunts are dirty dungeon chambers where its prey abounds. For purposes of aerial combat it is manoeuvrability class C.

MANTICORE

FREQUENCY: Uncommon
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 12"/18"
 HIT DICE: 6 + 3
 % IN LAIR: 20%
 TREASURE TYPE: E
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-8
 SPECIAL ATTACKS: Tail spikes
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Lawful evil
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Manticores prefer dismal lairs, so they are typically found in caves or underground. They range in all climes, although they enjoy warm places more than cold. The favorite prey of manticores is man, and they are usually encountered outside their lairs hunting for human victims.

A manticore attacks first by loosing a volley of 6 of its iron tail spikes (18' range as a light crossbow, 1-6 hit points damage per hit). They can fire four such volleys.

Description: The coloration of the manticore is that of its various parts — lion-colored body, bat-brown wings, human flesh head.

MANTIS, Giant

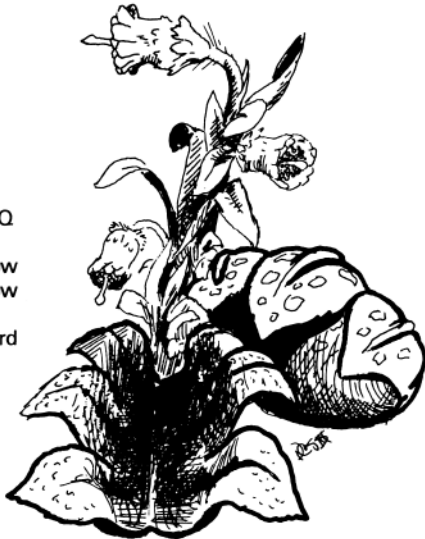
FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 6"/12" (MC: D)
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 1
 DAMAGE/ATTACK: 2-12 or 3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (12' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: VII/1350 + 14/hp

The towering giant mantis is found only in places where vegetation is of such size as to allow the creature to be camouflaged by its green coloration and form as it awaits passing prey. Although these creatures prefer to devour giant insects of various sorts, any creature will be attacked if recognized as living and edible. Attack is with 2 vise-like forelimbs. This attack, if successful, inflicts 2-12 points of damage and holds fast prey with under 19 strength. The next round the monster will bite with its sharp, tearing mandibles. Held prey gains no dexterity or shield bonus. Damage inflicted is 3-12 points.

It is 75% probable that a mantis will attack by surprise. If it recognizes another creature as dangerous, the mantis will stay still and thus avoid detection 75% of the time.

MANTRAP

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVE: Nil
 HIT DICE: 4-9
 % IN LAIR: 100%
 TREASURE TYPE: J-N (x5), Q
 NO. OF ATTACKS: 2-5
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (3' per hit die)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/275 + 6/hp



This insidious plant attracts prey by scent, entrapping and dissolving its victims in acidic secretions. During daylight hours it releases pollen continuously, with the resulting effect that all creatures within 60 feet must save vs. poison or become fascinated by the odor. Those fascinated will proceed to the body of the plant and will even voluntarily climb into 1 of the 2-5 leaf traps on the plant. Once entered, the leaf traps will close, firmly entrapping the victim. The acidic secretion therein will dissolve the victim quickly, inflicting a number of points damage per round equal to the victim's armor class (discounting dexterity bonuses, for a minimum of 1 point of damage per round). Items exposed to the acid must save once per turn against the effects; all metal receives a +2 bonus. The victims cannot be pulled free until the plant is dead. Nor can the fascination be dispelled until the odor sours 24 hours later or unless the plant is burned.

MARGOYLE

FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 2
 MOVE: 6"/12" (MC: C)
 HIT DICE: 6
 % IN LAIR: 30%
 TREASURE TYPE: Individuals Q; in lair C
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-6/1-6/2-8/2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/350 + 6/hp



A margoyle is a particularly horrid form of gargoyle found principally in natural caves and caverns. The creature's substance is so like stone that there is an 80% probability it will be undetected when lurking against it, and one can thus often surprise opponents. Attack is by 2 claws, a pair of horns, and a bite with stony fangs. Only magic weapons equal to or better than +1 will harm a margoyle. The low intelligence of this creature does not prevent it from gathering valuable items, particularly those magical sorts which could harm it. The language of these creatures is similar to that of gargoles, and they can speak the tongue of the latter monsters well enough. Margoyle are sometimes (20%) found with their lesser kin, gargoyles, either as masters or leaders.

MASHER

FREQUENCY: Uncommon
 NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVE: 9"
 HIT DICE: 8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Poison spines
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These worm-like fish move slowly along coral reefs, crushing and eating the coral growth. If surprised or threatened they are prone to attack in "self defense."

Mashers have a number of dorsal spines, 4' long, with poisonous secretions. An individual will have 4, 6, or 8. Unless fought from directly ahead or underneath, the masher is able to jut these spines so as to prevent attack or be stuck with a spine (save versus poison or be killed).

MASTIFF, SHADOW

FREQUENCY: Uncommon
NO. APPEARING: 4-16
ARMOR CLASS: 6
MOVE: 18"
 (9" in bright light)
HIT DICE: 4 (-1 hp/die in bright light)
% IN LAIR: 20%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS:
 Baying causes panic
SPECIAL DEFENSES: Hide in shadows
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/185 + 4/hp



These hound-like creatures are normally encountered on the Plane of Shadow. In their natural habitat, they roam in packs or are used as trained guard beasts. In shadowy conditions (Plane of Shadow, moonlight, etc.) a shadow mastiff is a terrible foe. It can strike and then blend with the shadows so that it is 40% unlikely to be seen. However, in bright light it loses 50% of its normal movement ability and cannot use shadows for concealment.

The lair of a pack of shadow mastiffs is 50% likely to contain 2-5 whelps. These young can be taken and sold for from 200-500 gp each. The baying of a pack of shadow mastiffs is certain to cause panic, resulting in flight directly away from the baying while dropping any item held in the hand, unless a save vs. spells is made. For each number of shadow mastiffs under 10, add +1 to the roll (a 1 always failing), but for every 2 mastiffs over 12 subtract 1 from the roll.

MASTODON

FREQUENCY: Common
NO. APPEARING: 1-12
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 12
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 2-16/2-16/
 2-12/2-12/2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (10' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Mastodons dwell in nearly any climate, from near arctic to tropical. These huge herbivores are distantly related to elephants, but their body is somewhat lower and longer. They are common on Pleistocene plains.

Although the mastodon has 5 attack modes (2 tusks, 1 trunk, 2 forefeet), they cannot employ more than 2 of them at one time against a single opponent. For details of attack limitations and other data see **ELEPHANT**.

Their tusks are of the same weight and value as those of elephants.

MEAZEL

FREQUENCY: Uncommon
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 4
% IN LAIR: 95%
TREASURE TYPE: B
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 III/85 + 4 per hit point



Solitary bipeds just less than man-sized, meazels are rarely encountered outside their lairs — either marshes or small, dank caverns underground. They have natural thieving abilities at the 4th level of experience and will rarely attack openly, preferring to hide and, moving quietly and swiftly, attempt to strangle stragglers from behind or to pick pockets in search of the gold they love. The meazel is a traditional enemy of orcs and kobolds.

Meazels rarely venture far from their lairs and take all corpses there to be eaten in safety. Piles of sacks full of bones are often to be found near a meazel lair (any gems the creature has found in treasure will be in these sacks, since it does not recognise the value of precious and semi-precious stones). For the same reason, there will be no gems in the lair.

Most creatures of the underworld will attack meazels, for they have a nasty reputation even among dungeon denizens.

In combat they attack with their two claws, each inflicting 1-4 hit points of damage. Alternatively, they use a piece of tough, thin cord to strangle their victims; a 'hit' indicates that the cord has been wrapped round the victim's neck and he will die from strangulation within two melee rounds unless he breaks free, or the meazel dies or is forced to release its hold (for example to defend against attack from another quarter). However the creature can only execute this kind of attack against a victim which is man-sized or smaller and only if it can approach the victim from the rear undetected, achieving surprise.

Description: The meazel has skin which varies from light grey to dark green; irregular patches of an angry red colour will occur on most (85%) individuals due to a skin disease — neither harmful to the creature beyond its disfiguring effect, nor contagious — prevalent in the species, these patches giving the meazel almost a leprous appearance. The eyes are jet black and the feet partially webbed.



MEDUSA

FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 6
 % IN LAIR: 50%
 TREASURE TYPE: P, Q (X 10), X, Y
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: Gaze turns to stone + poison
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Medusae are hateful humanoid creatures which dwell in dark caves or caverns, venturing forth on occasion to seek prey. They try to beguile humans to look into their eyes.

The gaze of a medusa's eyes will turn creatures within 3' to stone unless they make their saving throw versus petrification. If an opponent averts his eyes, the medusa rushes up so that its asp-like head growth can bite at the victim. The range of such attacks is but 1', and the victim bitten must save versus poison or die. If the medusa's gaze is reflected back, the creature will turn itself to stone! Medusae speak both their tongue and the common one. Medusae are able to see astral and ethereal creatures, and their petrifying gaze is as effective on those planes as it is on the material.

Description: The body of a medusa appears quite shapely and human. They typically wear human clothing. However, the face is of horrid visage, and its snakey hair writhes, so at a close distance (20') this gives the creature away. The glaring red-rimmed eyes of a medusa are visible clearly at 30'.

MEN

Normal men have from 1-6 hit points each. There are many types of men which are commonly encountered in the wilderness or in dungeons, always appearing in groups — smaller bands underground, larger outdoors is a good general rule. Each type will be detailed separately hereunder.

Note that there will always be higher level characters with any group of men encountered, the exact number being given under each separate heading.

All higher level fighters will usually be mounted on unbarded medium warhorses and have plate armor and shield. The same is true for clerics. For each level that these fighters, magic-users, and clerics have attained there is a 5% chance that they will have magical accouterments as shown below. Roll for each "yes," reroll if a cursed or otherwise undesirable item is indicated, but only one reroll is allowed, and if no usable item is indicated there is no item in the category.

	Fighter	Magic-user	Cleric	Thief
Armor	yes	no	yes	no
Shield	yes	no	yes	yes
Sword	yes	no	no	yes
Miscellaneous Weapon	yes	no	yes*	yes
Potion	yes	no	yes	yes
Scroll	no	yes	yes	no
Ring	no	yes	no	yes
Wand/Staff/Rod	no	yes	no*	no
Miscellaneous Magic	no	yes	yes	yes

*If no miscellaneous weapon, or one with an edge, roll again for possibility of a wand/staff/rod; if one is indicated, but it is not usable by a cleric, there is no such item possessed.

Example: A 6th level cleric is being checked. There is a 30% chance for the character to have magical armor, shield, miscellaneous weapon, potion,

scroll, and a miscellaneous magic item. Rolling percentile dice for each category, the cleric scores positively in the shield, miscellaneous weapon and scroll classes. He gets a cursed shield first, but a reroll shows a +1 shield. For a miscellaneous weapon, the cleric gets magic arrows — not usable — so a roll on the wand/staff/rod table is called for, but the result shows an item not usable by him, so the category is dropped. Finally, a roll on the table for scrolls indicates the cleric has a *protection from undead* scroll.

High level leader-types will have the usual chance for psionic abilities.

Bandit (Brigand)

FREQUENCY: *Common*
 NO. APPEARING: 20-200
 ARMOR CLASS: See below
 MOVE: See below
 HIT DICE: 1-6 Hit points
 % IN LAIR: 20%
 TREASURE TYPE: Individuals M, A
 in lair
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 type
 SPECIAL ATTACKS: Leader types
 SPECIAL DEFENSES: Standard
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Mean: average to
 very
 ALIGNMENT: Neutral (chaotic
 evil)
 SIZE: M
 PSIONIC ABILITY: Leader types
 Attack/Defense Modes: Leader types

Bandits roam every clime from temperate to subtropical. They travel in groups, generally led by high level fighters, magic-users and clerics. Those encountered in dungeons will be far fewer in number and often cooperating with thieves. For every 20 bandits encountered there will be an additional 3rd level fighter, for every 30 there will be an additional 4th level fighter, for every 40 there will be an additional 5th level fighter, and for every 50 there will be an additional 6th level fighter.

Bandits will always be led by an 8th, 9th, or 10th level fighter, with 6 guards of the 2nd level fighting ability and a lieutenant of 7th level. These 8 bandits are also in addition to the number indicated by the dice. To determine the level of the bandit leader use the following guide: if under 100 bandits are encountered the leader will be 8th level, if 100 to 150 the leader will be 9th level, and if 150 or more the leader will be 10th level.

For every 50 bandits there is a 25% chance that there will be a magic-user of 7th, 8th, 9th, or 10th level (roll a 4-sided die for level if one is with the group) in addition, i.e. if there are 200 bandits there will always be a magic-user.

For every 50 bandits there is a 15% chance that there will be a cleric of 5th or 6th level, with an assistant of 3rd or 4th level (dice only for the former) in addition.

Bandit lairs will be informal camps 80% of the time, but 10% will be cave complexes with a secret entrance, and 10% will be regular castles with 1-4 light catapults for defense. Bandits will have from 2-20 important prisoners in their lair, as well as 5-30 camp followers/slaves.

The mounting, armor, and arms of a force of bandits are:

medium horse, chainmail & shield, sword	10%
light horse, leather armor & shield, spear	10%
light horse, leather armor, light crossbow	10%
leather armor & shield, sword	40%
leather armor, pole arm	10%
leather armor, light crossbow	10%
leather armor, short bow	10%

Terrain will vary the percentage of mounted bandits. In hilly and mountainous terrain no more than 10% of the total would be horsed, while

in open country 90% of the force would be horsed. They have normal chances for having psionically endowed leader-types with a party.

Brigands: Brigands are chaotic evil bandits. They conform to the characteristics of bandits in general. The brigands will have a cave complex lair 20% of the time and a castle 30% of the time. They will have only 1-10 important prisoners, but there will be 20-50 camp followers/slaves. They have high morale in combat, so they get a +1 on reaction morale dice.

Example of Bandits (or Brigands):

Number encountered:	110
horsed	33
afoot	77
Additional high level fighters:	
3rd level	5
4th level	3
5th level	2
6th level	1
leader, 9th level	1
lieutenant, 7th level	1
guards, 2nd level	6
Total	130
chance for a magic-user	50%
chance for 2 clerics	30%

Berserker

FREQUENCY: *Rare*
 NO. APPEARING: 10-100
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 2-7 Hit points
 % IN LAIR: 10%
 TREASURE TYPE: *Individuals K, B in lair*
 NO. OF ATTACKS: 1 (or 2)
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *Leader types*
 SPECIAL DEFENSES: *Leader types*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Mean: average to very*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Berserkers are bands of fighters who gather together to go out and seek battle. They scorn armor and engage in combat mad with battle lust. This lust enables them to strike twice, or once with a +2 to hit.

For every 10 berserkers encountered there will be a 1st level fighter in addition, for every 20 there will be a 2nd level, for every 30 there will be a 3rd, for every 40 there will be a 4th, and for every 50 there will be a 5th — all in addition to the number indicated by the dice.

Berserkers will be led by a war chief of 9th or 10th level and two subchieftains of 6th or 7th level — if 60 or less berserkers, the lower levels, if more than 60, the higher levels.

For every 10 berserkers encountered there is a 50% chance that there will be a berserk cleric of 7th level and 1-4 of his assistants of 3rd or 4th level.

Berserkers never check morale. If they decide that a fight would bring them honor (and possibly loot) they will attack.

Buccaneer (Pirate)

FREQUENCY: *Uncommon*
 NO. APPEARING: 50-300
 ARMOR CLASS: *See below*
 MOVE: 12"
 HIT DICE: 1-6 Hit points
 % IN LAIR: 80% or 100%

TREASURE TYPE: *Individuals K, W in lair*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *Leader types*

SPECIAL DEFENSES: *Leader types*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Mean: average to very*

ALIGNMENT: *Neutral (chaotic evil)*

SIZE: *M*

PSIONIC ABILITY: *Leader types*

Attack/Defense Modes: *Leader types*

Buccaneers are found on the oceans, seas, large lakes, and broad rivers of the world. Their armor depends upon where they are located. Usually the encounter will be in the buccaneers' lair, which is their vessel(s). Only 20% of the time will they be encountered off of their ship(s) along some coast or shore.

For every 50 buccaneers encountered there will be a 3rd level fighter and for every 100 a 5th level fighter, all in addition to the number indicated by the dice.

They will have from 2-5 prisoners in their lair, these unfortunates being held for ransom.

Buccaneers will always be led by a captain of 8th or 10th level — 8th if fewer than 200 buccaneers. He will have a 6th or 7th level lieutenant and 4 mates of 4th level. These are all in addition to the regular buccaneers.

For every 50 buccaneers there is a 15% chance for a cleric of 12th, 13th, 14th, or 15th level and a 10% chance for a magic-user of 6th, 7th, or 8th level.

The armor and arms of a force of buccaneers are:

chainmail & shield, sword, hand axe	5%
chainmail & sword	5%
leather armor & shield, sword	10%
leather armor & spear	30%
leather armor & axe	20%
leather armor & heavy crossbow	10%
leather armor & light crossbow	20%

Note: All leaders and high level types in a force will wear chainmail rather than plate armor, and if magical armor is indicated it will be of the chain variety.

Pirate: Pirates are chaotic evil buccaneers who in all other respects conform to the characteristics of the latter type of men.

Caveman (Tribesman)

FREQUENCY: *Rare*
 NO. APPEARING: 10-100 (120)
 ARMOR CLASS: 8 (7)
 MOVE: 12"
 HIT DICE: 2 (1)
 % IN LAIR: 40%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low (to average)*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Cavemen are primitive, very fierce humans found in areas which are otherwise uninhabited by humans.

For every 10 cavemen there will be an additional 3rd level fighter. Cavemen will always be led by a 5th level fighter (chief) with 1-4 4th level

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subchiefs — all in addition to the number indicated by the dice. For every 10 cavemen encountered there is a 10% chance that they will have a 3rd level cleric with them (also a caveman, but possessing normal cleric spells).

Cavemen always lair in caves or caverns. There will be females and young equal to 100% and 50% respectively of the number of males encountered. There might be a chance that they will have ivory tusks, gold nuggets, or uncut gems — allow 5% chance for each per 10 cavemen, but if any one is indicated there will be no other treasures. Ivory is valued at 1,000 gold pieces per tusk (2 men to carry each), and there can be 2-12 tusks. Gold nuggets are the size of 5 gold pieces, and there can be 20-80 of them. Uncut gems are base 10 gold piece value, and there can be 1-100 of them.

Cavemen are armed as follows:

spear & stone axe	10%
stone axe	20%
club	50%
spear	20%

Treat stone axes as battle axes, clubs as morning stars. Note that due to their strength cavemen add +1 to damage rolls.

They tend to be frightened by the unknown, so subtract 1 from reaction dice in such morale checks.

Tribesman: Primitive tribesmen are typically found in tropical jungles or on islands. They use large shields. Their leaders conform to those of cavemen, but they have the following additional figures:

- 1 — 4th level cleric for every 10 tribesmen
- 1 — 6th level cleric for every 30 tribesmen
- 1 — 8th level head cleric (witchdoctor)

Tribesman clerics will be druidical in nature.

These men dwell in villages of grass, bamboo or mud huts. There is a 50% chance that the village lair will be protected by a log palisade. The village will contain females and young equal to 100% of the males encountered. There is a 75% chance that there will be 20-50 slaves. There is a 50% chance that there will be 2-12 captives (food!) held in a pen. Their treasure is exactly that of cavemen, but the tribesmen can possess all three types.

Tribesmen are armed as follows:

shield, spear & club	30%
shield & 2 spears	40%
shortbow & club	30%

Treat tribesmen's clubs as maces.

Dervish (Nomad)

FREQUENCY: *Rare (Uncommon)*

NO. APPEARING: 30-300

ARMOR CLASS: *See below*

MOVE: *See below*

HIT DICE: 1-6 *Hit points*

% IN LAIR: 5% (15%)

TREASURE TYPE: *Individuals J (L),*

Z in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *Leader types*

SPECIAL DEFENSES: *Leader types*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Mean: average to*

very

ALIGNMENT: *Lawful good*

(neutral)

SIZE: *M*

PSIONIC ABILITY: *Leader types*

Attack/Defense Modes: Leader types

Dervishes are highly religious nomads (see below). They are encountered only in desert or steppes/plains areas.

For every 30 dervishes encountered there will be an additional 3rd level

fighter, for every 40 there will be a 4th level, for every 50 there will be a 5th level, and for every 60 there will be a 6th level.

Dervishes will be led by a cleric of 10th, 11th, or 12th level — 10th if under 125 in the party, 11th if under 250, 12th if 250 or more. The leader will have 2 assistant clerics of 4th, 5th, or 6th, 7th, or 8th level as his personal bodyguard. All these characters are in addition to the number of dervishes indicated by the dice.

For every 50 dervishes encountered there is a 15% chance that there will be a magic-user of 7th or 8th level and two assistants of 3rd or 4th level in addition to the other members of the group. If more than 200 dervishes are encountered the magic-users will be of the higher possible level.

Dervishes will have a walled fortress as a lair. There will be 200 to 300 dervishes there. The fortress will contain 1-4 each ballistae and light catapults and 1-2 heavy catapults as defenses.

The mounting, armor, and arms of a force of dervishes are:

medium warhorse, chainmail & shield, lance, sword	25%
medium warhorse, chainmail & shield, composite bow, sword	5%
light warhorse, leather armor & shield, lance, sword	50%
light warhorse, leather armor & shield, composite bow, sword	10%
light warhorse, leather armor & shield, light crossbow, mace	10%

Due to their fanatical nature, dervishes add 1 to their hit probability and damage dice. They never check morale in combat. Their leaders wear chainmail, so if magic armor is indicated, it will be of that variety.

Dervish leaders have normal chances for possession of psionic abilities.

Nomad: Nomads are bands of desert or steppes/plains dwellers who roam freely about herding and hunting. They surprise on a 1-4 due to their ability to use terrain to conceal themselves.

Nomads will have higher level fighters in addition to their indicated numbers as do dervishes. They have normal possibilities for psionic abilities.

The leader of a band of nomads will be a fighter of 8th, 9th, or 10th level — 8th level if under 150 nomads are in the group, 9th if 150-250, and 10th if 250 or more. The leader will have a subcommander of 6th, 7th, or 8th level, and 12 guards of 2nd level. All these characters are in addition to the number of nomads indicated by the dice.

For every 50 nomads encountered there is a 15% chance that there will be a cleric of 4th-7th level with the group. There is a like chance for a 5th-8th level magic-user. Regardless of the results of the above, there will always be 2 clerics of 3rd level and a 4th level magic-user with a band of nomads.

If nomads are encountered in their lair it is 90% likely to be an encampment of tents (or yurts and carts) at an oasis or stream. There will be females there equal in number to 200% of the males, and children equal to 100% of their number. There will be from 10-100 slaves. There will be 100-400 horses and double that number of herd animals (sheep, goats, camels, cattle and/or yaks). 10% of the time the lair will be a small walled city, with an additional 20-80 footmen armored with chain and shield and armed with spear and sword (50%) and composite bow and sword (50%). Other people and animals in the lair are commensurate with the number of men.

The mounting, armor, and arms of a force of nomads depends upon where they are encountered:

Desert Nomads:

medium warhorse, chainmail & shield, lance & sword	10%
medium warhorse, chainmail, light crossbow, sword	10%
light warhorse, leather armor & shield, lance, sword	50%
light warhorse, leather armor & shield, sword, 2 javelins	20%
light warhorse, leather armor, light crossbow, sword	10%

Steppes/Plains:

medium warhorse, chainmail & shield, lance, sword	20%
medium warhorse, chainmail, composite bow, sword	10%
light warhorse, leather armor & shield, lance, sword	20%
light warhorse, leather armor, composite bow, sword	50%

Nomads will typically withdraw from a force which inflicts over 25% casualties upon them if the enemy appears to be able to continue stout resistance. Nomads will also feign retreat in order to lure an enemy into ambush. They are 75% likely to capture weaker groups, but they are 90% likely to parley with parties of near equal strength.

Merchant

FREQUENCY: *Common*
 NO. APPEARING: 50-300
 ARMOR CLASS: *See below*
 MOVE: *See below*
 HIT DICE: 1-6 *Hit points*
 % IN LAIR: 0%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: *See below*
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Mean: very to high*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *See below*
 Attack/Defense Modes: *See below*

Merchants are, as the name implies, traders in goods and like merchandise. These traders travel in caravans — pack animals and/or wagons — from city to city in order to do business, so they are found nearly everywhere.

Only 10% of any band of merchants will actually be tradesmen. 10% will be drovers. The balance (80%) of the party will be mercenary guards.

The guards will be led by a fighter of 6th-11th level, with a lieutenant 1 level lower (5th-10th). These leaders will have 12 guards of 2nd level.

For every 50 persons in the merchant caravan there is a 10% chance for a magic-user of 6th-8th level. There is a 5% chance per 50 for a cleric of 5th-7th level. There is a 15% chance per 50 that there will be a thief of 8th-10th level with 1-4 lesser thieves (roll for the level of each, 3rd-7th).

All the leaders, guards, and special characters will be in addition to the numbers indicated by the dice.

The mercenaries guarding a caravan will be mounted, armored, and armed as follows:

heavy warhorse, plate armor & shield, lance, sword*	10%
medium warhorse, chainmail & shield, lance, sword	20%
medium warhorse, chainmail & shield, flail, mace	10%
light warhorse, scale mail, light crossbow, sword	10%
chainmail, pole arm, mace	10%
chainmail, heavy crossbow, mace	10%
ringmail & shield, spear, morning star	30%

*All 1st level fighters

All higher level fighters and clerics will have plate armor and shield.

A caravan of merchants will have various sorts of treasure. Merchants will individually have J, K, L, M, N, and Q treasures with them. The mercenaries will individually have type K, leaders type M. Somewhere in the caravan will be hidden the pay chest containing (100% certain) 2,000-4,000 gold pieces, 100-400 platinum pieces, and 4-16 base 100 gold piece gems. The merchandise will be worth from 10,000 to 60,000 gold pieces, being

carried on the pack animals, and/or wagons. It requires 10 pack beasts or 1 wagon for each 5,000 gold pieces worth of goods.

The merchants will always be mounted on very swift, light horses.

Pilgrim

FREQUENCY: *Uncommon*
 NO. APPEARING: 10-100
 ARMOR CLASS: *See below*
 MOVE: *See below*
 HIT DICE: 1-6 *Hit points*
 % IN LAIR: 0%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: *See below*
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Mean: average to very*
 ALIGNMENT: *See below*
 SIZE: *M*
 PSIONIC ABILITY: *See below*
 Attack/Defense Modes: *See below*

Pilgrims are simply groups of individuals on their way to visit some place which is holy (or unholy) to them. They are thus found nearly everywhere.

A group of pilgrims will always have the following additional characters:

- 1-6 2nd level clerics
- 1-4 4th level clerics
- 1-2 6th level clerics
- 1 — 8th level cleric with a 3rd and 5th level assistant

There is a 25% chance that a 5th or 6th level monk will be with the party. For every 10 pilgrims there is a 10% chance that there will be 1-10 fighters of 1st-8th level. There is a like chance that there will be 1-6 thieves of 2nd-7th level. There is a 5% chance per 10 pilgrims that a magic-user of 6th-9th level is with the group. If the pilgrims are lawful good, fighters will be paladins. If the party is chaotic good the fighters will be rangers. If the party is neutral the clerics will be druids. If the pilgrims are lawful evil, all of the pilgrims will fight as berserkers, although they will be armed only with daggers. If the party is chaotic evil the thieves will be assassins of the level indicated.

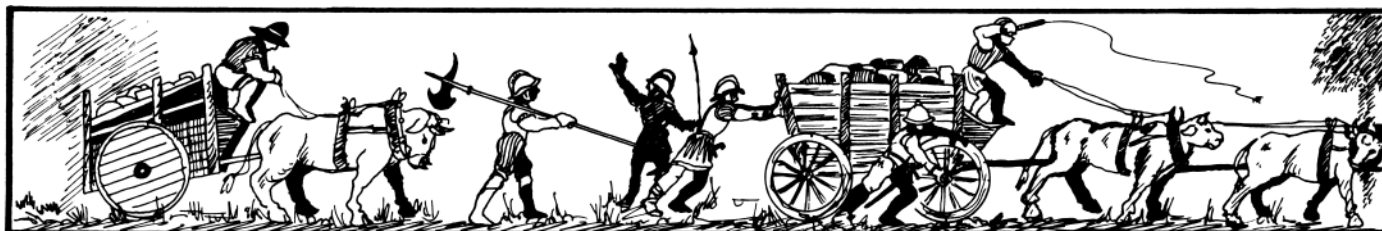
A group of pilgrims is likely to be aligned as follows:

lawful good	35%
chaotic good	20%
neutral	10%
chaotic evil	15%
lawful evil	20%

All above average characters have normal chances for possession of psionic abilities.

Pilgrims are 75% likely to be afoot, 25% probability of being mounted — all will be either one or the other.

Pilgrims and monks will carry type J treasure. Fighters will carry types L and M, while clerics have types J, K, and M. Magic-users will have treasure types, L, N, and Q, thieves types J, N, and Q. There is a 5% chance that some high level member of the band of pilgrims is carrying a religious artifact. Any such artifact will be carefully hidden and well guarded by traps and/or magic devices.



MERMAN

FREQUENCY: *Uncommon*
NO. APPEARING: 20-200
ARMOR CLASS: 7
MOVE: 1"/18"
HIT DICE: 1 + 1
% IN LAIR: 25%
TREASURE TYPE: C, R
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to very*
ALIGNMENT: *Neutral*
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Mermen are found in the seas and oceans in the warm temperate and tropical areas. They range over areas harvesting the vegetation and hunting the fish the seas provide. Additionally, mermen actually herd certain fishes. They venture out of water only to sun themselves or to visit some coastal spot.

Mermen have regular undersea communities, generally a reef or cliff honeycombed with passages and rooms. Only 10% of the time will they construct a village of shells, rocks, and coral. This community will have areas where the merwomen and their young (100% and 100% of the total merman population respectively) live, netted pens where food fishes are kept, workshops, and so on. These communities will be guarded by from 3-18 of the larger-sized barracuda (q.v.), for mermen have learned to tame and use these fish.

The arms used by mermen are:

trident, dagger*	50%
crossbow, dagger	30%
net, javelin, dagger	20%

*20% of these mermen will have grapples and 50' lines also.

On occasion mermen will attack surface vessels; to do so they must surface and grapple it. They are very accurate with these hooks and are 90% likely to hit. 10 mermen will then hold the line, and the ship will be slowed 1" for every such grappling. Meanwhile, the other mermen will fire their crossbows and darts at exposed crewmen. Grappling hooks can be thrown up to 3". If grappling hooks are loosened or cut, the mermen pulling on the line are not able to attack during the next melee round. A motionless ship will be held by the mermen in 4-16 melee rounds. The ship will then slowly sink and eventually be looted by the victors. During such an attempt the attacking mermen are exposed to missile fire from the vessel, and if flame is used against them the mermen take double damage.

Mermen speak their own language and 50% also speak locathah.

MEENLOCK

FREQUENCY: *Very rare*
NO. APPEARING: 3-5
ARMOUR CLASS: 7 (*but see below*)
MOVE: 9"
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS:
Paralysis
SPECIAL DEFENSES:
Dimension door
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Lawful evil*
SIZE: S (2' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 IV/240 + 4 per hit point



Meenlocks are small bipedal creatures about 2' tall and covered in black, shaggy fur. Their heads are white, cut with dark ridges. In total they present a horrid appearance and will cause *fear* in any person with four or fewer hit dice who sees them, this causing the victim to fall inert to the ground for 5-8 melee rounds (the number of rounds is halved if the victim makes his saving throw).

The meenlocks have their lair in dark, sealed, vertical shafts underground. If the seal is removed, the bottom of the shaft cannot be seen and anything dropped in will land noiselessly on a thick moss 'carpet' which lines the walls and floor of the shaft. The shaft will be dark and a smell of rotting corpses will drift upwards. Characters other than the most insensitive will also detect a strong emanation of evil even without the use of a *detect evil* spell. After descending vertically for 20' or so, the shaft twists and curves, so it is impossible to see the bottom even with a *light* spell, which will only reveal detail of the upper parts.

If brave adventurers penetrate the shaft they will eventually find the meenlock lair — a large space like a small cave at the very foot of the shaft. The creatures will always attack (exception — bright light will cause them to flee if they are able) and will use their two claws, each of which inflicts 1-4 hit points of damage. The touch of the meenlock causes *paralysis* (saving throw applicable). At close quarters such as in their lair, however, the meenlocks' telepathic powers are virtually useless — this is their reason for the artificial smell of rotting corpses which they deliberately create in order to deter entrance to the lair.

The creatures will use considerable ingenuity to extinguish sources of light — torches, lanterns and so forth. They have a limited *dimension door* ability over a distance of 6' every other melee round — when using this ability, attacks on them are at -4 on the 'to hit' roll. However they cannot use this power when carrying a victim — three meenlocks are required for such a task.

It is if adventurers remove the seal from the top of the shaft but subsequently fail to penetrate the meenlocks' lair that the creatures will take fullest advantage. When the adventurers depart, they will be followed at a safe distance by the nasty little beasts, which can climb quickly and noiselessly up the shaft by using the deadening qualities of the moss carpet. One of the adventurers will be 'marked' by the meenlocks — selected at random, though if a paladin is present he will be given priority — and the meenlocks will concentrate their subsequent attacks on him alone, being highly evil and greatly desirous of wreaking vengeance on humankind. The victim selected will always be human if one is present, but if not the creatures will choose an elf, dwarf or any other near-human.

From the time of his 'marking' onwards, the chosen victim will receive disturbing telepathic messages; the meenlocks can communicate telepathically over a 300' range. The messages will vary in content but the threat will be the same — that the meenlocks are pursuing the victim relentlessly and intend to make him one of them. The victim will also be conscious of stealthy movement in the shadows and of rustling, scratching noises (these will also be illusory and induced telepathically). Companions of the victim will hear and detect nothing and may conclude that their colleague is mentally aberrant.

The meenlocks will not attack until the party beds down to rest. However, until that time the victim will become increasingly preoccupied with his predicament and will be able to concentrate less and less upon his adventure. His efficiency will thus be reduced, though the extent and effect of this will vary and is to be determined by the referee. As a guide, for every hour the victim is harassed by meenlocks, his strength, dexterity, intelligence and wisdom will be reduced temporarily by 1 point each, in addition he will attack at -1 on the 'to hit' roll in melee and (if he is a spell-caster) victims of his spells will receive a +2 bonus on their saving throw. All these effects are cumulative but will disappear as soon as the meenlock threat has somehow been averted (if for example the party moves into an area which is brightly illuminated and which the meenlocks will not be able to enter).

When the party including the victim has bedded down to rest, the meenlocks will attack, moving very silently (80% chance of obtaining surprise even against a watchful guard — 100% against a sleeper). They will attempt to silence any guards and drag their victim away (they will not attack the victim with their claws unless absolutely necessary, but they show no similar mercy to others). If they succeed in doing so, they will take the victim to their shaft, sealing it after entry. After a short but gruesome treatment, the victim himself becomes a meenlock.

MIMIC

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 7
 MOVE: 3"
 HIT DICE: 7-10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: Glue
 SPECIAL DEFENSES: Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi- to average
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Mimics are subterranean creatures which cannot stand the light of the sun. They are able to perfectly mimic stone or wood. There are two varieties of this creature, the large (9-10 dice), semi-intelligent carnivorous "killer mimic" and the slightly smaller, intelligent sort. While the former will attack anything which is nearby, the latter are generally friendly if offered food. All mimics move about constantly in their search of prey.

Mimics pose as stonework, door, chests, or any other substance or item they can imitate. When a creature touches the mimic, the latter lashes out with a pseudopod, delivering 3-12 points of damage per hit. Meanwhile, the mimic excretes a glue which holds fast whatever member the creature touched the mimic with.

The killer mimics do not speak, but the other breeds have their own language and can usually speak several other tongues such as common, orkish, etc. For consideration they will usually tell a party about what they have seen nearby.

MIND FLAYER

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 8 + 4
 % IN LAIR: 50%
 TREASURE TYPE: B, S, T, X
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 2 each
 SPECIAL ATTACKS: Mind blast
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 90%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful evil
 SIZE: M
 PSIONIC ABILITY: 241-340
 Attack/Defense Modes: B/FGH



Mind flayers are found only in subterranean places, as they detest sunlight. They are greatly evil and consider the bulk of humanity (and its kin) as cattle to feed upon.

The mind flayer's physical attack is by striking a victim with its four tentacles. If a tentacle hits it will reach the opponent's brain in 1-4 melee rounds and draw it forth, immediately killing the creature. The mind flayer then devours the brain. Its more feared attack mode, however, is the *mind blast* of psionic power. All within a 6" directional cone of 1/2" diameter at the point of emanation and 2" diameter at extreme range are affected (psionic attack on non-psionic).

Mind flayers have the following psionic abilities: *levitation*, *domination*, *ESP*, *body equilibrium*, *astral projection*, *probability travel*. They perform at 7th level mastery.

If an encounter is going against a mind flayer it will immediately flee, seeking to save itself regardless of its fellows or its treasure.

These monsters speak only their own arcane language and several other weird tongues — purportedly those of terrible races of things which dwell in regions of the subterranean world far deeper than mankind has ever ventured. It is also rumored that these monsters have a city somewhere deep beneath the earth.

Description: The mind flayer's skin glistens with slime. Its skin color is a nauseous mauve, its tentacles being purplish black. A mind flayer's eyes are dead white, no pupil being evident. The three long fingers of each hand are reddish, but the hands are mauve.



Mind Flayers

The mind flayers, or illithid, are as alien and evil a race as exists in the Underdark, with the possible exception of the aboleth. In fact, the aboleth are the only other race toward whom the illithid are not actively hostile. Ancient legends suggest that a sinister connection exists between these two evil races.

The mind flayers do not actively pursue the expansion of their realms or the subjugation of other races. Any human, humanoid, or demi-human who is unlucky enough to fall into the tentacles of the illithids soon loses his brain to satisfy their fiendish hunger. His body is left to the plentiful subterranean scavengers.

The mind flayers, as a race, do have a goal, and their leaders devote much effort toward finding a way to achieve it. Because they loathe the light of day and hate being limited to the confining chambers of the Underdark, the mind flayers quest to destroy that which bars them from the surface world: they seek to douse the fires of the sun itself!

Exactly how this is to be accomplished has not been determined. Since even limited exposure to sunlight is very debilitating to mind flayers, it is difficult for them to study the object of their loathing. Nonetheless, their genius-level Intelligence and significant psionic powers give them hope of someday arriving at a way to achieve their goal.

The mind flayers are a formidable military force. If a battle or encounter goes against them, however, they use their *probability travel* psionic ability to escape. They are far too practical to fight against difficult odds.

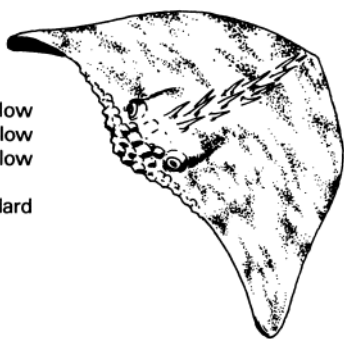
Mind flayer society is rigidly organized, with status assigned according to psionic ability. Slaves are employed for most physical tasks and are used as food. These slaves are of all human and humanoid races.

The illithid experiment with the development of life forms. Their communities are usually surrounded by many unidentifiable creatures that often resemble crosses between humans and various loathsome monsters. Though slow, stupid, and horrible to behold, these hybrids are often endowed with savagery, poison, or other special features that make them formidable opponents. They bear no love for their creators.

Mind flayers trade very little with other races, since they need few material possessions. Other races have been known to buy immunity from mind flayer raids by providing a steady supply of slaves. Occasionally the mind flayers and the aboleth enter into temporary truces or pacts of cooperation to achieve some mutual goal—the subjugation of a weak community, for example.

MINER

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 3" (6")
 HIT DICE: 10
 % IN LAIR: 40%
 TREASURE TYPE: G
 NO. OF ATTACKS: See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Highly
 ALIGNMENT: Neutral
 SIZE: Large
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/1000 + 14/hp



The miner is a relative of the trapper and adapted to woodland survival. It is carnivorous and preys on small woodland animals; however, it often employs a form of ambush by which it acquires more substantial meals. It tunnels through earth to position itself a few inches below a traveled path or road, then extends its spinal barbs upwards through the surface. Passing creatures do not usually notice the barbs, which look like twigs, and may step upon them (75% chance if surprised, otherwise 25% per creature passing.) Druids and rangers may, if unsurprised, see and correctly identify the barbs at a 5% chance per character level. The barbs are poisonous; any creature stepping on one must save vs. poison or be paralyzed for 2-40 turns. Nevertheless, the miner will not reveal its presence until all surface vibrations have ceased (i.e., no movement), at which time it will dig out and attack what it has caught, enveloping it in a manner identical to the trapper (q.v.). This is an attack mode it will also employ if engaged in combat. As it usually remains underground while foraging, the miner is difficult to attack unless dug out of its hiding place.

Miners are not as amorphous as their trapper cousins and are usually similar in appearance to a tailless aquatic ray. Skin is mottled brown or greenish brown. Its frontal edge is hard bone, which extends to a central dorsal ridge lined with 6-25 brown barbs.

MINIMAL

FREQUENCY: Very rare
 NO. APPEARING: As full size but 50% likely for twice number rolled
 ARMOR CLASS: As full size +2 (worse)
 MOVE: As full size multiplied by $\frac{2}{3}$, rounded up
 HIT DICE: See below; roughly $\frac{1}{4}$ of full size
 % IN LAIR: As full size plus 10%
 TREASURE TYPE: 40% for J, K, L, M or N plus 5% for magic (see below)
 NO. OF ATTACKS: As full size or fewer (itemized below)
 DAMAGE/ATTACK: Not to exceed 3-6 points of damage from any single form (see below)
 SPECIAL ATTACKS: Surprise is more likely for carnivores: +1 on such chances
 SPECIAL DEFENSES: More difficult to surprise by +1
 MAGIC RESISTANCE: +2 vs. all attack forms vs. level equivalent; saving throw as full size animal vs. poison or death magic
 INTELLIGENCE: Animal to semi-
 ALIGNMENT: Neutral (chaotic)
 SIZE: $\frac{1}{2}$ normal height, $\frac{1}{8}$ normal weight
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: See below

All minimal (a contraction of "miniature animals") are small mammals. They were (and possibly are yet) created by means of spells similar to those that were so successful in creating giant reptiles, insects, amphibians and the like. In a locale where miniature animals exist (an isolated valley, small island, or peninsula) they are 80% likely to be the only type of mammal in the area. They seldom if ever exist where large carnivores do, as they would most likely be quickly wiped out. Minimal conform to their larger cousins in most respects, but they group/herd together more often. They are also more aggressive and have a pronounced chaotic tendency.

Thus, any type of minimal is 50% likely to be found with greater frequency than that given for the full-sized animal (as given in the MONSTER MANUAL or the FIEND FOLIO™ Tome. Their smaller size harms their armor class by 2 levels, and causes them to be slowed by a factor of $\frac{1}{3}$ (but rounded up in their favor in all cases). Their hit dice can be as low as $\frac{1}{4}$ hit dice and as high as 3+4 hit dice. Typical examples are given below:

Type	New HD	No. of Attacks	Damage/Attack	X.P. Value	Notes
Ape, gorilla	1	3	1/1/1-2	10 +1/hp/	No rending
Ape, carnivorous	1+2	3	1/1/1-3	30+2/hp	Rending 1-2
Baboon	1/4	1	1	5+1/hp	—
Badger	1/4+11	1	1-2	7+1/hp	—
Bear, black	1-1	3	1/1/1-2	12+1/hp	No hug
Bear, brown	1+3	3	1-2/1-2/1-2	28+2/hp	Hug 1-3
Bear, cave	2+2	3	1-2/1-2/1-3	50+3/hp	Hug 2-5
Boar, wild	1-1	1	1-4	10+1/hp	—
Boar, warthog	1-1	2	1-2/1-2	10+1/hp	—
Buffalo	1+2	2	1-2/1-2	20+2/hp	—
Bull	1	2	1-2/1-2	10+1/hp	—
Camel, wild	1-1	1	1	10+1/hp	—
Dog, war	1/2+11	1	1-2	7+1/hp	—
Dog, wild	1/4	1	1	5+1/hp	—
Elephant, Asian	2+4	5	1-4/1-4/1-3 1-2/1-2	90+3/hp	—
Elephant, African	2+6	5	2-5/2-5/1-4 1-3/1-3	125+3/hp	—
Hippopotamus	1/2	1	1-4 or 3-6	20+2/hp	—
Horse, wild	1/2+11	1	1	5+1/hp	—
Hyena	1-1	1	1-2	10+1/hp	—
Jaguar	1	3	1/1/1-2	45+2/hp	Surprise only 1 in 12; rear claws 1/1
Leopard	1	3	1/1/1-2	45+2/hp	Surprised only 1 in 12; rear claws 1/1
Lion	13	3	1/1/1-3	65+2/hp	Surprised only 1 in 12; rear claws 1/1
Lion, mountain	1-1	3	1/1/1-2	25+2/hp	Surprise only 1 in 12; rear claws 1/1
Lynx	1/4	1	1	5+1/hp	Surprises 10 in 12
Mammoth	3+4	5	3-6/3-6/2-5	125+4/hp	—
Rhinoceros	2+1	1	1-2 or 1-4	90+3/hp	Charge 2-4 2-8
Stag	1-1	1 or 2	1-2 or 1/1	7+1/hp	—
Tiger	2+1	3	1-2/1-2/1-3	50 +3/hp	Surprised only 1 in 12; rear claws 1-2/1-2
Wolf	1/2	1	1-2	5+1/hp	—

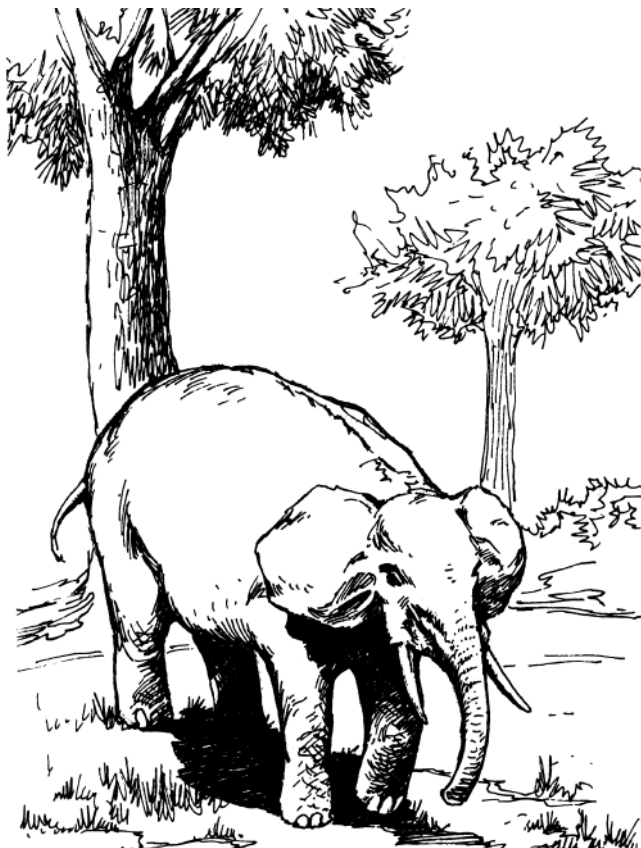
Note that no humans, demihumans, or humanoids are included. Those animals listed as giants rarely if ever become minimal and are thus not included.

Being small, these creatures are more likely to surprise and less likely to be surprised. Damage never exceeds 3-6 points in any single attack, special attacks being lost in most cases. Since they are the products of magic they gain +2 to all saving throws and gain the saving throw of the full-sized mammal vs. death and poison. They gain +4 to saving throw vs. any spell that will charm them, including the druid spell *animal friendship*.

Minimal are as aggressive as their full-sized counterparts and the minimal carnivores are more so. They respect larger opponents and will usually attack only small prey or when they have superior numbers. Naturally, they will fight if cornered. Minimal cannot and will not be familiars under any circumstances.

Minimals are sometimes found in association with brownies, pixies, dryads, leprechauns, etc. (30% likely if the encounter is in a truly isolated locale).

Minimals may have incidental treasure in their lairs or near a kill. Any magic item found will usually be a shield, armor, or weapon, though other items are possible. It would be unlikely to find an item valued at 5000 gp or more or items with a cumulative value of even twice that amount.



MINOTAUR

FREQUENCY: *Rare*
NO. APPEARING: 1-8
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 6 + 3
% IN LAIR: 20%
TREASURE TYPE: C
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 or 1-4/By
 weapon type
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Surprised only*
 on a 1
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: L
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: Nil



Minotaurs are typically found only in labyrinthine places in the wilderness or underground. They are cruel, man-eaters, and although not particularly intelligent, they are cunning and have excellent senses. They are able to track prey by scent with 50% accuracy, and they will always pursue if it is in sight. They attack anything without fear, unless it is obviously beyond their ability to defeat.

In combat the minotaur can butt an opponent of 6' or more in height, or bite a shorter one, the former attack doing 2-8, the latter 1-4, points of damage. The creature also uses some form of weapon — usually a huge axe (treat as a halberd) or a flail (+2 on damage).

Minotaurs have their own language and are 25% likely to speak common as well.

MITE

FREQUENCY: *Rare*
NO. APPEARING: 6-24
ARMOUR CLASS: 8
MOVE: 3"
HIT DICE: 1-1
% IN LAIR: 10%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Lawful evil*
SIZE: S (2' tall)
PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 1/5 + 1 per hit point



Mites are a mere 2' in height, humanoid with large heads and evil faces. Their skin varies in colour from light grey to violet. They inhabit networks of narrow tunnels above and below main dungeon corridors; their scurrying feet and high-pitched twittering voices can often be heard by roving groups of adventurers. However they are rarely seen and never openly attack.

They will attempt to ensnare the lone adventurer or unwary straggler using trapdoors, nets, tripwires and other such means, bundling their captive off before help arrives. Those captured by mites are robbed, stripped, bound and beaten. Then, somewhat later, they are returned helpless to the main corridor at the mercy of wandering monsters.

In melee they attack with a nasty bite which can inflict 1-3 hit points of damage. They have borrowed from their cousins the jerm-laine the latter's technique of beating captives with loaded clubs, attempting to stun them, and a victim trapped by their methods will almost certainly (90%) be dealt with in this manner by his mite captors.

The entrances to their tunnels are hidden and can only be detected as if they were secret doors. The tunnels are small and difficult of access to those of human build.

Mites are related to jerm-laine and snyads. So far as can be detected, they have no language as such — their vocal twittering does not appear to convey more than very rudimentary information.

MOLDS

MOLD

	Brown	Yellow
FREQUENCY:	Very rare	Uncommon
NO. APPEARING:	1 patch	1 patch
ARMOR CLASS:	9	9
MOVE:	0"	0"
HIT DICE:	—	—
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	0	1
DAMAGE/ATTACK:	0	1-8
SPECIAL ATTACKS:	Freezing	Poison spores
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
INTELLIGENCE:	Non-	Non- (see below)
ALIGNMENT:	Neutral	Neutral
SIZE:	S to L	S to L
PSIONIC ABILITY:	Nil	Nil (see below)
Attack/Defense Modes:	Nil	Nil (see below)

Brown mold grows anywhere beneath the surface of the ground. It is light tan to golden brown in color. It cannot stand high concentrations of ultraviolet light, but it feeds on radiant energy of most other sorts. Where a patch of brown mold grows, the temperature will be below average. If a creature walks within 5' of the patch, the mold will begin absorbing its body heat — even from a basically cold blooded creature. Each melee round that a creature is within 5' of brown mold, the mold will drain heat equal to 1-8 hit points frost damage for every 10 degrees of body heat over 55 degrees the creature has. Worse still, this mold grows instantaneously from heat, so if a torch, flaming oil, or a fire ball is near the patch, it will be able to grow 2, 4, or 8 times its area from the heat fed to it. This growth will be so rapid that on the next melee round it will have spread and be draining any further heat in its new area of growth.

Brown mold is not fed by light spells or faerie fire. It is affected only by magical cold, and no other magical or non-magical attacks. Ice storms or walls of ice cause it to go dormant for 5-30 turns. A cold wand or white dragon breath will kill it. The growth does not harm creatures which use cold (white dragons, ice toads, or winter wolves.)



Yellow Mold: A more common underground fungus is yellow mold, which is pale yellow to a golden orange in color. Any creature which touches this mold is attacked by its enzymes. It also affects wood, albeit more slowly. It does no harm to metals or stone. If the substance is contacted roughly, there is a 50% chance per contact that the colony will release spores. These deadly spores shoot out in an asphyxiating cloud, 1" by 1" by 1", originating from the center of impact. Any creature which is within this cloud will die, its lungs filled with yellow mold growth, unless it makes a saving throw versus poison. A *cure disease* and a *resurrection* are necessary within 24 hours to save such victims.

Yellow mold is affected only by fire based attacks — flaming oil, a fire elemental, etc. Continual light will cause it to become dormant for 2-12 turns, but thereafter the mold will grow over the light and obliterate it.

When formed into great colonies of at least 300 square feet in area this growth will form a collective intelligence about 1 time in 6. If this should happen the yellow mold will be aware mentally and psionically. It will attack by spore cloud if it senses the presence of other life forms (range of sensing will vary from 10' to 60') or psionically if such abilities are used within from 20' to 120' (random determination of sensing range). If it attacks psionically, it will await the approach of the life form and then loose an attack which is equal to the most powerful form of id insinuation. It cannot be counter-attacked psionically unless a cleric who has the power to telepathically communicate with plants is on hand, for he will be needed to channel such attacks into a form which will affect the vegetable intelligence of the mold colony. Otherwise, the yellow mold must be physically attacked and destroyed. The colony has sufficient power to make from 1 to 10 psionic attacks within as many turns, and after resting for 1-4 days it will thereafter be able to again attack in this manner.

MOLD, RUSSET

FREQUENCY:	Very rare
NO. APPEARING:	1 patch
ARMOR CLASS:	9
MOVE:	0"
HIT DICE:	12-16 hp/ 10 square feet
% IN LAIR:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Spores
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	S to L
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	Not ratable

Found only in damp areas underground, this mold is often mistaken for rust at distances greater than 30 feet (70% chance). It is immune to all attacks involving weapons, fire, and cold but is vulnerable to applications of alcohol, acid, and compounds harmful to plants (such as salt). It can be killed instantly by casting a *cure disease* or a *continual light* upon it.

Russet mold makes no physical attacks but emits a barely visible cloud of

spores within a 3-foot radius; beyond this radius the spores settle to the floor, inert. Also, if the mold is touched it will inject these spores. All creatures passing within 3 feet or touching it will take 5-20 points of damage from the toxicity and must save vs. poison. Failure to save results in a sickness that will kill in 2-5 turns unless a *cure disease* is cast.

Any character who dies from touching russet mold will undergo a transformation. The body will first start to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold, a vegpepygmy (q.v.) will rise from the remains. The entire process will take 21-24 hours (1d4+20). A *hold plant* spell will halt the growth of the mold for the duration of the spell. If the mold grows for more than 1 hour, the victim cannot be recovered except by a *wish* spell.

Russet mold is golden-brown to rust-red in color. Its lumpy texture is similar to cold porridge, and it is covered by short, hair-like growths. These stand upright and constantly waver as if in a gentle breeze.



MONGRELMAN

FREQUENCY: Rare
 NO. APPEARING: 1-100
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 1-4
 % IN LAIR: 35%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 1-4, 1-6, 1-8, 1-10
 or by weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Lawful neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1 HD = I/20 + 1/hp
 2 HD = II/36 + 2/hp
 3 HD = III/65 + 3/hp
 4 HD = III/110 + 4/hp



Although not a race unto themselves, mongrelmen do not belong clearly to any other race. They are a mixture of many different creatures, each mongrelman having possibly the blood of humans, orcs, gnolls, ogres, dwarves, hobgoblins, bugbears, elves, bullywugs and others flowing through his or her veins. Because of this mixture, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced mongrelmen to develop special skills for survival.

All mongrelmen have the abilities of *camouflage* and *mimicry*. When using the camouflage ability, mongrelmen are able to hide themselves and their items with great skill. Normally, 1 turn is required for a mongrelman to camouflage himself, another creature, or an item. The chance of remaining unnoticed is 80% plus 1% for every turn spent preparing the camouflage after the first, up to a maximum of 95%. Thus a mongrelman who spends 8 turns would have an 87% chance of success. When camouflaging buildings and structures, the time required is weeks instead of turns. Successfully camouflaged persons and items will be unnoticed unless the person or item moves or is touched. Camouflaged buildings will be unrecognizable at distances greater than 50 feet (this may be adjusted for the size and type of structure). *Mimicry* allows the mongrelmen to almost perfectly imitate the sound of any animal or monster, although this does not apply to special attack forms, which they cannot mimic.

To assist them in obtaining items and goods they need, all mongrelmen are accomplished pickpockets. Each has a 70% chance of success.

For every 10 mongrelmen, there will be at least 1 with 2 hit dice; for every 30, there will be 1 with 3 hit dice; and for every 40, there will be 1 with 4 hit dice. In the lair will be a leader (AC 4, MV 12", HD 5, Dmg 1-12, +1 to-hit) and 5 bodyguards (HD 4). In combat, mongrelmen will normally fight with clubs or swords, but 5% of any group will be armed with blowguns and poison or paralyzing darts.

Mongrelmen normally live in areas of large mixed populations. They lair in ruins, deserted buildings, or other places that humans once lived in or built. In appearance they vary greatly, combining the worst features of each race. They speak fragmented Common mixed with various animal cries and nonsense. Their names are almost always the sounds animals make.

MORKOTH

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 18"
 HIT DICE: 7
 % IN LAIR: 100%
 TREASURE TYPE: G
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: Hypnosis
 SPECIAL DEFENSES: Spell reflection
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Exceptional
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



The morkoth, or morlock, is a dim, shadowy monster often referred to as the "wraith of the deep." It is possibly humanoid, but reports vary. It inhabits dark, deep waters.

The lair of a morkoth is a series of spiraling tunnels, and at the nexus of these passages lurks the morkoth. Any creature passing over one of these tunnels is drawn towards it hypnotically, for the tunnels form a pattern which is hypnotic. When a victim is within the passages he approaches the morkoth without realizing it and will be charmed by a spell from the monster unless a saving throw at -4 on the die is made. The charmed victim will then be devoured at the morkoth's leisure. The tunnels of a morkoth are constructed so as to prevent large creatures from entering. There are typically 6 tunnels in a lair. Note that should any victim come closer than 6", the hypnotic effect is broken.

The morkoth attacks by biting. A charmed creature will suffer this attack without knowledge, and thus enable the monster to consume it. Spell attacks of any sort are reflected by the morkoth, affecting the caster and possibly affecting others nearby also, if the spell is one with an area effect. However, if a dispel magic is cast simultaneously, the morkoth will be unable to reflect the spell and there is a 50% chance that the magic will affect the creature, although even then the morkoth is allowed a saving throw.

MUCKDWELLER

FREQUENCY: Rare
 NO. APPEARING: 5-20
 ARMOR CLASS: 6
 MOVE: 3"/12"
 HIT DICE: 1-4 hp
 % IN LAIR: 40%
 TREASURE TYPE: In lair:
 J, K, L, M, N;
 individual: Q
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: Water jet
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Lawful evil
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/7 + 1/hp



A muckdweller is a bipedal amphibian monster which lurks in swamps, marshes, or still mud-bottomed waters. Being omnivorous, a muckdweller will eat plants, insects, aquatic animals, or even carrion, but fresh warm-blooded meat is its preferred diet. Packs of muckdwellers will lurk in wait for unwary victims. When one approaches, several will squirt jets of muddy water for up to 10 feet at the victim's eyes (save vs. wands negates, no saving throw if surprised) while others will clamber forth to bite their prey with their small but sharp teeth. As a blinded victim cannot react that round, and all attacks against such a victim are at +2 (with no dexterity bonus for the victim's armor class), a muckdweller attack is dangerous indeed.

The lair of a tribe of these creatures is always underwater, but they will always have a muddy, above-water area for rest and eating. There, the muckdwellers heap up their hoards of shiny things. If 16 or more monsters are encountered in their lair, there will be double the given type Q treasure.

Muckdwellers have been known to associate with lizard men on rare occasions. They also have been reported serving kuo-toan masters. These monsters speak their own croaking-hissing tongue and possibly that of lizard men.

A muckdweller has a back of mottled gray and brown and a pale, yellowish underbelly. The short tail is used for swimming and walking on land. Digits of the forefeet are prehensile but weak. Rear feet are partially webbed.

MUD-MAN

FREQUENCY: Very rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 10
 MOVE: 3"
 HIT DICE: 2
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS:
 Mud-throwing
 SPECIAL DEFENSES:
 Need magical weapons to hit; immune to certain spells (see below)
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (c.4')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/28 + 2/hp



Mud-men are formed in pools of mud where enchanted waters (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer.

Physically they are animated mud, taking a stocky humanoid form when roused. Slow moving and unable to leave their pool of mud, mud-men have but one aim in life which is to kill any creature entering the pool who is more mobile than themselves. Virtually all creatures, and certainly all humans and demihumans, fall into this category.

In their dormant state, mud-men lie below the surface of their pool with the substance of their bodies spread throughout, feeding on the dweomer of the mud. In this state they are immune to attacks with weapons (magical or otherwise). They are, however, susceptible to spell attacks (see below).

When a character or creature enters the mud pool the mud-men sense its presence immediately and take 1 round to draw together the substance of their bodies and rise to a standing position ready to attack the next round. Once fully formed and standing they may be harmed by weapons, provided the weapons are magical.

Mud-men attack by hurling mud at their opponents, who are considered as armor class 10 (modified by dexterity) for the purposes of determining hits. The mud hardens on impact and slows the movement of the victim. At first the mud-men hurl only blobs of mud (maximum range 6"). These slow the movement rate of the victim by 1" if they hit. However, while hurling blobs of mud, the mud-men move toward their opponents at their full movement rate. Once within 1" they will hurl themselves (literally) rather than a mere blob. A successful hit means the death of the mud-man but it also slows the victim's movement by 4". A miss means that the mud-man must spend the next round re-forming to be ready to attack again.

A victim is unable to move and begins to suffocate once the movement rate reaches zero, taking 1-8 points of damage per round until the mouth and/or nose is clear. The victim will die from suffocation after 5 rounds unless rescued. The hardened mud can be broken away from wholly or partially immobilized creatures. In this manner movement can be restored at a rate of 1" per 5 rounds.

Note that mud-men cannot sense creatures outside their pool and will not attack them. Once there are no living opponents left within the pool, therefore, the roused mud-men will sink back below the surface, only to rise again if the pool is re-entered.

Mud-men are affected by all spells which cause damage directly to living creatures (e.g., *cause light wounds*, *magic missile*, *fireball*, *flame strike*). *Dispel magic* and *dig* act as *fireballs* cast by a magic-user of the same level as the caster. *Transmute mud to rock* kills all mud-men it is able to affect, allowing no saving throw.

They are immune to poisoning, whether produced magically (e.g., *cloud-kill*, *poison*) or otherwise, and are similarly unaffected by spells which affect the mind (e.g., *charm*, *sleep*) or by psionics.

So long as mud-men are not fully formed from their pool, the damage caused by spells cast on them does not have an area of effect (e.g., *magic missile*) and is divided amongst them (fractions rounded down) since the substance of their bodies is evenly spread out in the mud.

MULE

FREQUENCY: Common

NO. APPEARING: 1

ARMOR CLASS: 7

MOVE: 12"

HIT DICE: 3

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 1-2/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

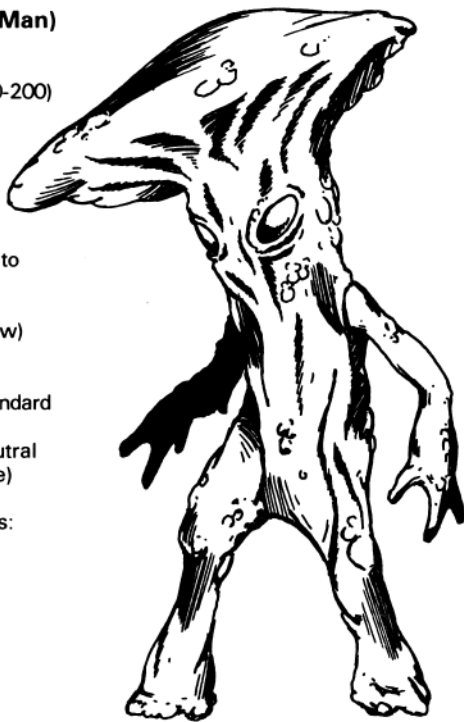
Attack/Defense Modes: Nil

Mules are generally sterile hybrids between horses and donkeys. They are strong and agile, thus able to negotiate dungeons well in most cases. Mules can be very stubborn and uncooperative at times, and they are likely to bite or kick their own handler if in a contrary mood. They are not panicked by fire, but strange smells may cause them to bolt away, or begin to bray loudly. A mule can carry 2000 gold pieces in weight at normal speed, 6000 at one-half speed.



MYCONID (Fungus Man)

FREQUENCY: Rare
NO. APPEARING: 1-12 (20-200)
ARMOR CLASS: 10
MOVE: 9"
HIT DICE: 1-6
% IN LAIR: 70%
TREASURE TYPE: S (x2)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 to 6-24 (d4xHD)
SPECIAL ATTACKS:
 Spore clouds (see below)
SPECIAL DEFENSES:
 Poisonous skin
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Lawful neutral
SIZE: S to L (2' per hit die)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1 HD = I/14 + 1/hp
 2 HD = II/28 + 2/hp
 3 HD = II/50 + 3/hp
 4 HD = III/150 + 4/hp
 5 HD = IV/205 + 5/hp
 6 HD = V/425 + 6/hp



The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the creature doing the touching. Each of their pudgy hands has 2 stubby fingers and a thumb on either side. The myconids live deep underground under conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental or the fungus men wouldn't fear them so.)

Myconid society is based on "circles," extremely tight social groups linked by group work and melding sessions. Each circle's day is rigidly structured: 8 hours of rest, followed by 8 hours farming the fungus crops or doing other necessary work, followed by 8 hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle, and the elder members release rapport and hallucinator spores. The entire group then merges into a collective telepathic hallucination for 8 hours. Myconids consider this melding to be the reason for existence. Only distress spores will bring a circle out of meld early.

A myconid circle usually consists of 20 members, 4 of each hit dice size from 1-5, i.e., 4 1-hit dice myconids, 4 2-hit dice myconids, etc. As myconids age, they continue to grow in height and weight, gaining 2 feet of height with each hit die. A 1-hit die myconid is only 2 feet tall, but the 6-hit dice king stands 12 feet tall. The damage they do in melee combat also increases with their size. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage per hit die of size, i.e., 1 hit die myconids do 1-4 points of damage, 2-hit dice myconids do 2-8 points, etc., up to the 6-hit dice king who inflicts 6-24 points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its hit dice. For example, at 3 hit dice, a myconid will be able to spray 3 different types of spores, and each may be sprayed 3 times a day. The spore types are listed and explained below, in the order in which the abilities are gained:

Distress: This spore type is used to alert other myconids to danger or a need for aid. The cloud, which expands at the rate of 40 feet per round, will gain the attention of all myconids around the emitter. It will expand to 120 feet maximum. This ability is gained at the 1 hit die level.

Reproducer: These spores are emitted only at the proper time for growing new myconids so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2 hit dice level.

Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at 1 creature; if the being fails to save vs. poison, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail their save. The duration of the effect is equal in turns to the hit dice of the myconid originator. This spore-ability is gained at the 3 hit dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails to save vs. poison, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the hit dice of the myconid spore spewer. The pacifier spore ability is gained at the 4 hit dice level.

Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at 1 creature, and if that creature fails its save vs. poison, it will suffer violent hallucinations for a number of turns equal to the hit dice of the myconid responsible. Hallucinating creatures will react as follows (using 1d20):

1-10	Cower whimpering
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Attack closest creature to kill

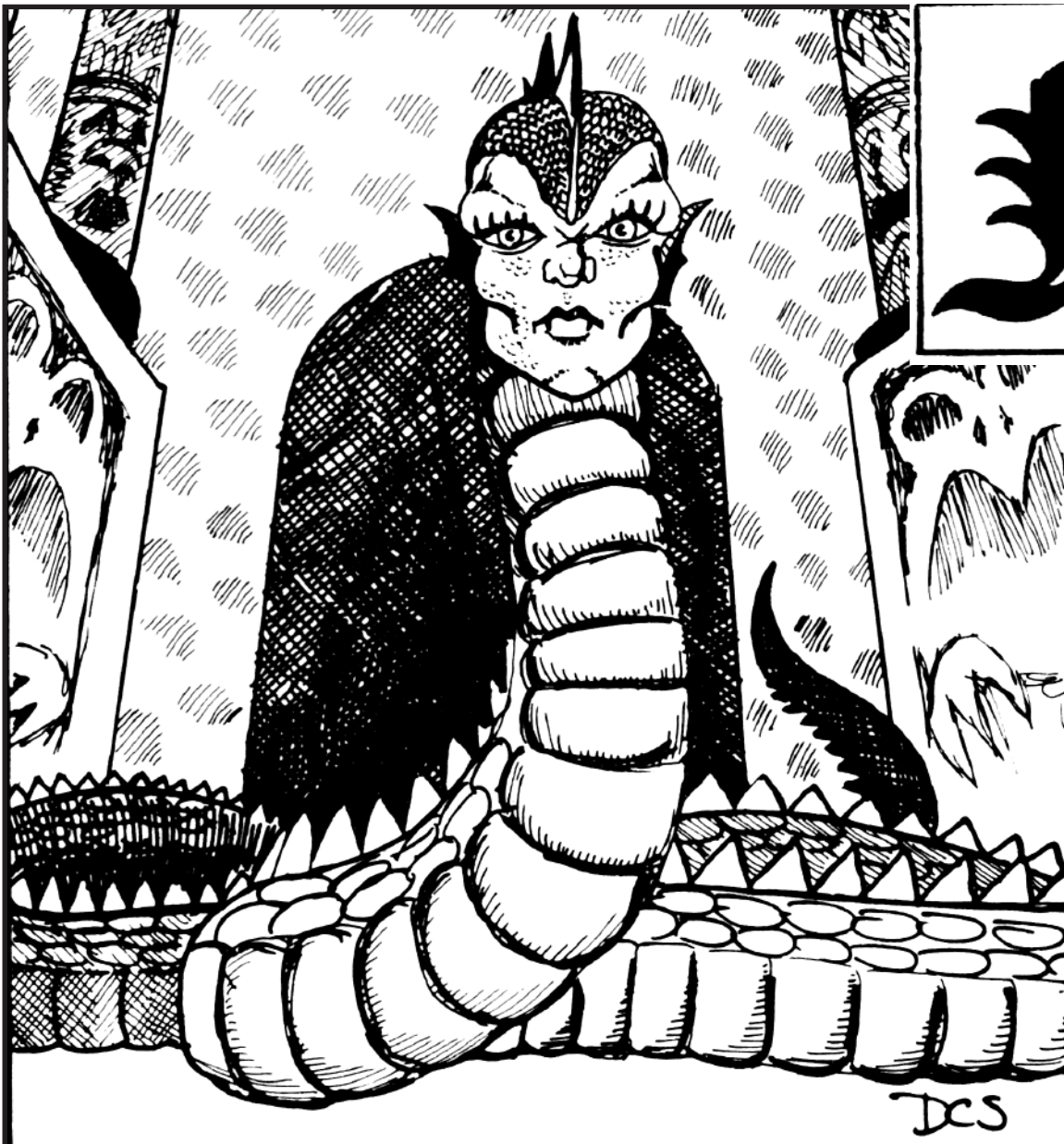
The ability to emit hallucinator spores is gained at the 5 hit dice level.

Animator: This spore ability is gained at the 6 hit dice level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal. A purple fungus will cover the corpse, taking over the dead body systems and putting them back to work, animating the corpse so that it resembles a zombie (AC 10, MV 9", HD 1, hp 4, #AT 2, D bony claws for 1-3/1-3). It is not undead, however, and cannot be turned by a cleric. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1-4 days after infection, and the corpse will be animated for 2-5 weeks before it decays. Animated creatures will follow simple orders (given by the animator with rapport spores) to the best of their ability. Orders take priority over self-preservation.

The myconid king is always the largest member of the fungoid colony and the only member at the 6 hit dice level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror and pity the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5 hit dice myconid always assumes the role of the new king. The king must remain outside circle affairs to retain objectivity and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the

fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble.

In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid; each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts.



NAGA

	Guardian	Spirit	Water
FREQUENCY:	Very rare	Rare	Uncommon
NO. APPEARING:	1-2	1-3	1-4
ARMOR CLASS:	3	4	5
MOVE:	15"	12"	9"/18"
HIT DICE:	11-12	9-10	7-8
% IN LAIR:	75%	60%	45%
TREASURE TYPE:	H	B, T, X	D
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-6/2-8	1-3	1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Exceptional	High	Very
ALIGNMENT:	Lawful good	Chaotic evil	Neutral
SIZE:	L (20' long)	L (15' long)	M (10' long)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

Naga are snake-like creatures with good brains and magical abilities. They are encountered in warm climes in most cases.

Guardian Naga: Wise and good, guardian naga are found principally in sacred places, guarding treasure of lawful good minions, or as watchers over some evil. In addition to poisonous biting for 1-6 points of damage, and constricting for 2-8 points, a guardian naga can spit poison at an individual creature at up to 3" range; and if the victim fails to make its saving throw versus poison the spittle will kill. Guardian naga also have

the ability to use clerical spells as if they were 6th level clerics, i.e. 2 — 1st, 2 — 2nd, 1 — 3rd, and 1 — 4th level clerical spells per day.

Guardian naga are covered in green-gold scales with silvery triangles along the back. Their eyes are golden.

Spirit Naga: Totally evil, spirit naga seek to do harm whenever and wherever possible. They prefer dwelling in ruined, dismal, or subterranean places. In addition to a poisonous bite for 1-3 hit points damage, these monsters can permanently *charm* (as a *charm* spell) any humanoid creature that meets a gaze of these monsters unless a saving throw versus paralyzation is made. Finally, spirit naga are able to use magical and clerical spells at 5th ability level of magic use and 4th level clerical ability, i.e. 4 — 1st, 2 — 2nd, and 1 — 3rd level magic-user and 2 — 1st and 1 — 2nd level cleric spells per day.

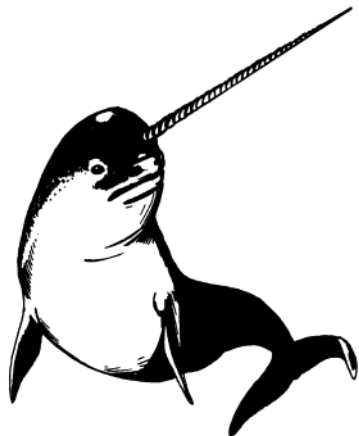
Spirit naga are black scaled with crimson bands. Their heads are bulbous and have a very human appearance, even to coloration and hair.

Water Naga: Found only in clear, fresh water, these creatures are curious but quite neutral in attitude. They seldom attack unless threatened or attacked first. As they generally inhabit places many feet beneath the surface of a pool, lake, or river, they are seldom disturbed in their lair. In addition to their poisonous bite for 1-4 points of damage, water naga are able to employ magic spells (excluding those which deal with fire) of 5th level ability, i.e., 4 — 1st, 2 — 2nd, and 2 — 3rd level magic-user spells per day.

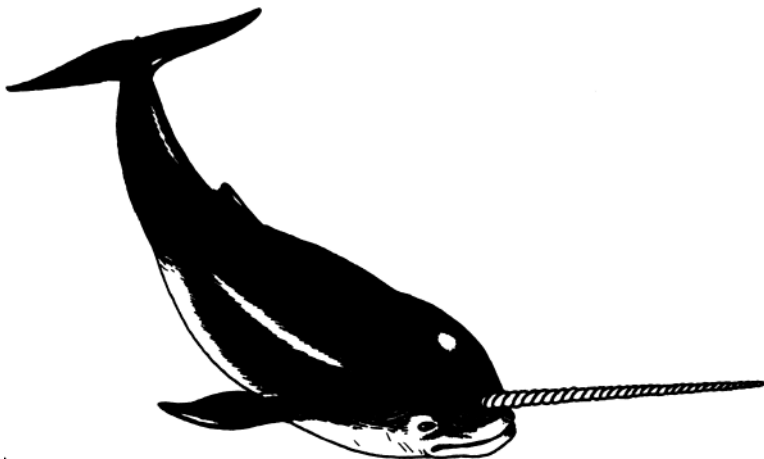
Water naga are emerald green to turquoise in reticulated pattern with chocolate brown and pale jade green or dark gray and olive. Their eyes are pale green to bright amber.

NARWHALE

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: //21"
HIT DICE: 4+4, 5+5 or 6+6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-24, 6-24, or 7-28
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/190 + 6/hp



Narwhales, the "unicorns of the ocean," are common in cool to cold waters. They are marine mammals of considerable size, ranging from about 20-40+ feet, exclusive of the spiral "horn" which is 6-12 feet long. Basically non-aggressive, narwhales will defend themselves with their great horn if serious threat or actual attack occurs. Narwhales are used as pets and guards by communities of dolphins. They are also trained and used occasionally by aquatic elves.



NEEDLEMAN

FREQUENCY: *Very rare*
NO. APPEARING: 5-50
ARMOUR CLASS: 6
MOVE: 9"
HIT DICE: 3+4
% IN LAIR: 25%
TREASURE TYPE: G
NO. OF ATTACKS: 1-6
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: *Surprise*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Sub-standard — see below*
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: III/85 + 3 per hit point



This wood-dwelling, intelligent form of plant life looks like a zombie but in fact is neither animal nor of the undead class. Embedded in its 'flesh' all over its body are masses of small sharp needles, like pine needles. Each round it may 'fire' 1-6 of these needles, each of which inflicts 1-2 hit points of damage on a victim, up to a range of 20' with the accuracy of a short-range arrow. For practical purposes, its supply of needles is infinite.

The creature is particularly vulnerable to magic. Attacks on it by magical means will inflict triple normal damage on it, though it has a saving throw as normal. Other spells of a non-offensive nature (such as *charm plants*) will be triply effective against it, as appropriate. Of course, the fact that it is a plant makes it immune to certain spells.

Needlemen appear to hate elves and will attack them on sight.

When amidst conifers or heavy undergrowth, needlemen are nearly (75%) undetectable and will achieve surprise 75% of the time. It is very rare to encounter the creature outside this sort of natural habitat.

NEREID

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 10
MOVE: 12"
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: X
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Spit; controls water in lair
SPECIAL DEFENSES: Kiss; mesmerize men
MAGIC RESISTANCE: 50%
INTELLIGENCE: Very
ALIGNMENT: Chaotic
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/200 + 4/hp



Nereids are creatures from the Elemental Plane of Water. Their name means "the honeyed ones" and they can assume human form when not in the water. These forms are always beautiful and mostly female. Nereids are depicted as young and slim with long golden hair and pale white skin and possessing beautiful voices. Perhaps they are garbed in white and gold but they are often devoid of raiment. They have a white shawl which they carry in their hands or wear draped over their head and shoulders. In water a nereid is transparent and 95% undetectable except as golden angel seaweed.

These creatures may be found in the sea, rivers, wells, mountain and cavern springs, and on the Elemental Plane of Water. Like the water they inhabit, their motives are chaotic and capricious, but whether they are good, neutral or evil depends on the individual. The majority of nereids are chaotic neutral, but there are those who are very good as well as those who are diabolically evil. However, all nereids are shy and flighty and their antics have a playful quality.

The nereid's only physical attack is her spittle (range of 20 feet) which may blind a target for 2-12 rounds if it hits. This venom may be washed away with water. A blinded victim will attack at -4 and his or her saves and armor class will be lowered by 4.

A nereid has some control of the water in which she lairs for a radius of 3". She can make the waters heave in great waves which will slow movement to one-fourth of normal or cause the water to boil and froth, increasing the chance of drowning by 10%. She can cause waves to crash with such a roaring sound that characters within 6" may be deafened for 3-12 rounds if precautions are not taken. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. This latter will take the form of a watery serpent or fist which strikes as a 4 hit dice monster and inflicts 1-4 points of damage. Only 1 of these attacks may be done per round.

All males that look at a nereid will find themselves incapable of causing her harm, and her actions will seem to be casual flirtations. Men have been known to sit and watch a nereid's antics all day. And many a man has been tempted to try and take a nereid for a wife or merely to pursue her for her embrace. This may bring disastrous results, however, for while the kiss of a nereid can bring sweet bliss, it may also result in a watery doom. If a nereid is caught, she may save vs. poison and if successful will flow away like water. Still, if a kiss is forced from a nereid (for she is loath to give them), the player character must save vs. breath weapons at -2 or drown instantly; otherwise ecstasy is his.

The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed the nereid will dissolve into formless water. Thus, if a character can obtain her shawl, he or she will be able to command the nereid who will respond out of fear. However, a nereid will lie and attempt almost anything short of hostile actions to gain return of her shawl.

Nereids are 85% likely to have a pet. To find out the type of pet roll a 1d8 and use the following:

1 = Eel, giant	5 = Squid, giant
2 = Otter, giant	6 = Dolphin
3 = Snake, giant (poisonous)	7 = Leech, giant
4 = Octopus, giant	8 = Ray, sting

NILBOG

FREQUENCY: *Very rare (at best)*
NO. APPEARING: 4-40
ARMOUR CLASS: 6
MOVE: 6"
HIT DICE: 1-1
% IN LAIR: 40%
TREASURE TYPE: *Individuals K; in lair C*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by *weapon type*
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful evil*
SIZE: S (4' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: III/53
+1 per hit point

This creature looks exactly like a normal goblin and has all the characteristics of that race (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Goblin**) with one important exception — it suffers from a curious spatio-temporal reversal. It remains a mystery why only goblins are susceptible to this strange disorder. Nilbogism (the name given to the disorder) appears to occur when overly heavy use of magic strains the fabric of the space-time continuum, and leads to some very strange localized events. The coincidence of conditions which lead to nilbogism is extremely rare and is only imperfectly understood. Although the creature itself does not in any sense transmit the disorder to those around it, some of the effects are transmitted.

Many and varied accounts have been received about the nature of the space-time disturbances which take place in the presence of nilbogs. Only one factor appears to be common — the adventurers will have no control over their own actions and will generally pursue courses of action contrary to their normal intent; for example they may feel an overwhelming compulsion to load all their treasure into an empty treasure chest in the nilbog lair and leave empty-handed. There are no saving throws against these effects, nor is there any known defence (though a powerful spell such as a *wish*, will, if used properly, have a good chance of rendering local immunity against the effects).

Another curious feature of nilbog power is that the creature gains hit points when it is struck, the addition being equal to the intended damage rolled. It can only lose hit points by such means as casting *cure wounds* spells on it, forcibly feeding it *healing* potions and so on.

For obvious reasons, encounters with these strange creatures are dreaded and, as a result, normal goblins tend to be treated with extreme caution lest they turn out to be nilbogs. There appears to be no way of distinguishing between the two apart from the use of such spells as *commune* or by trial and error.

So far as is known, no other creature has been afflicted with nilbogism.

NIXIE

FREQUENCY: *Rare*
NO. APPEARING: 20-80
ARMOR CLASS: 7
MOVE: 6"/12"
HIT DICE: 1-4 *Hit points*
% IN LAIR: 95%
TREASURE TYPE: C, Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Charm*
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 25%
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral*
SIZE: S (4' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Nixies are water sprites which inhabit lakes. They can, but seldom do, venture onto land. The nixies weave dwellings of living seaweed, so it is 95% unlikely that their lair will be noticed at any distance under 2". Furthermore, nixies will have giant fish to guard their lair — 1-2 gar (20%) or 2-5 pike (80%) — which obey simple commands given by the nixies. They can also summon 10-100 small fish.

Nixies delight in enslaving humans, and if one or more approach within 30' of a group of nixies, the latter will generate a powerful *charm* spell, one such spell for each 10 nixies, which requires the victim to save versus magic at -2 on the die roll. If a charmed person has a *dispel magic* spell cast upon him before entering the water, there is a 75% chance the charm will be broken, but once in the water the chance is only 10%. If a human is charmed by the nixies they will take the victim to their lair for 1 full year, but thereafter the charm wears off and the victim is allowed to go free. During any period of such enslavement, the nixies will keep a *water breathing* spell on the human captive. Each nixie has the power to cast a *water breathing* spell on any creature, or dispel it, once per day. It lasts 1 day. Nixies are armed with long daggers and darts (javelins). The latter are used as spears under water, as missiles above. Each nixie carries one of each weapon. The javelins can be thrown 6" maximum (1" short range, 3" medium, etc.).

Although nixies are 25% magic resistant, they fear fire and very bright light. A flaming sword or a *light* spell will keep back the nixies. A *continual light* spell will keep them at bay until they can negate it by summoning small fish to crowd around the light and dim it.

Nixies speak their own language and the common tongue.

Description: Nixies appear to be very comely humanoids, with greenish skin, dark green hair and silver eyes. Their skin is lightly scaled and hands and feet are webbed.

NONAFEL (Cat O' Nine Tails)FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOUR CLASS: Parent 5,
'children' 6

MOVE: Parent 9", 'children' 12"

HIT DICE: 9

% IN LAIR: 40%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK:
2-20 or 1-8SPECIAL ATTACKS: *Nil*

SPECIAL DEFENCES:

*See below*MAGIC RESISTANCE: *Standard*INTELLIGENCE: *Low*ALIGNMENT: *Chaotic evil*SIZE: *L*PSIONIC ABILITY: *Nil*Attack/Defence Modes: *Nil*

LEVEL/X.P. VALUE:

VII/1,400 + 12 per hit point



On first sight this creature appears to be a large black panther with yellow, bloodshot eyes. It is usually found in caves in warm zones of the underworld. It is carnivorous and its skin has been known to fetch as much as 1,500 gold pieces.

The creature displays a most unusual dissociative power which enables it to divide into nine individual black panthers. This transformation takes place in one segment of time and appears to be instinctive, requiring no concentration on the part of the 'parent' beast. The creature will always attack a party of adventurers or any other monster it encounters, usually (90%) transforming itself as soon as its enemies are sighted and then attempting to surround the party, all nine 'children' acting in co-operative fashion as though there exists some telepathic bond between them which gives them the effective power of a corporate brain. There is only a small chance (10%) that the creature will remain in parent form before attacking, and even if this is the case the dissociation will take place after 1-2 melee rounds of combat.

If one or more of the 'children' are damaged during melee there is a 25% chance (check each melee round, but the chance is not cumulative) that the children will be re-associated to form the parent. This takes place by means of a *blink* operation and all the children can be re-associated so long as they are within a 50' radius (the re-association will not take place if all children are not within a 50' radius); the children can still engage in combat during the round of their re-association.

When re-associated, the parent can *regenerate* 9 hit points each round, one for each of the offspring (if one or more of the offspring were unharmed before re-association, the hit points due to them from the *regeneration* are lost and cannot be transferred to one of their damaged brethren). Once one round of *regeneration* has taken place, the parent will again dissociate into nine (or perhaps fewer, if one has been killed) offspring; again the parent can partake in combat during the melee round of dissociation. If an offspring is killed, the body will *blink* to the parent-body when re-association takes place, but the *regeneration* has no effect on that particular individual beast, and when dissociation next takes place, there will be one fewer offspring.

After the second dissociation, the whole process begins again, with a 25% chance each round that the parent will re-form if one or more of the children have been damaged.

The parent beast has 9 hit dice, each child 1 die. When the creature dissociates, the parent's hits will be divided as equally as possible between the children (so a parent of 49 hits will divide into five children with 5 hits each and four with 6 hits each).

The parent attacks as a 9HD monster using its flail-like tail to hit for 2-20 hit points of damage. The tail is swung over the head in a manner similar to the tail attack of a wyvern.

Each child fights as a 2HD monster, using its tail in a similar manner to inflict 1-8 hit points of damage.

NORKERFREQUENCY: *Rare*

NO. APPEARING: 3-30

ARMOUR CLASS: 3

MOVE: 9"

HIT DICE: 1+2

% IN LAIR: 20%

TREASURE TYPE: *E*

NO. OF ATTACKS: 2

DAMAGE/ATTACK:
1-3/1-6SPECIAL ATTACKS: *Nil*SPECIAL DEFENCES: *Nil*

MAGIC RESISTANCE:

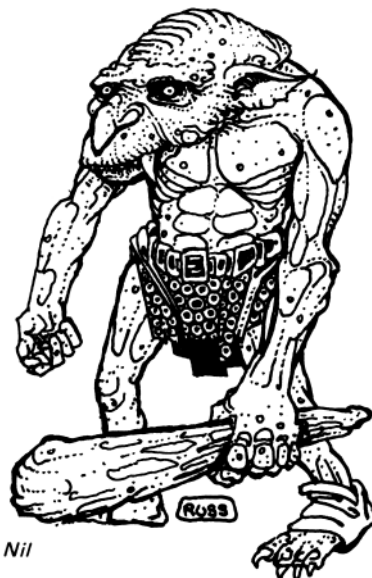
*Standard*INTELLIGENCE: *Average*

ALIGNMENT:

*Chaotic evil*SIZE: *S* (4' tall)PSIONIC ABILITY: *Nil*Attack/Defence Modes: *Nil*

LEVEL/X.P. VALUE:

I/20 + 2 per hit point



Far-distant relatives of hobgoblins, norkers are similar in appearance to their hobgoblin cousins but have developed 3" fangs which they use in melee to inflict 1-3 hit points of damage. In the same round they can also attack the same opponent with a club for 1-6 points of damage, but if they are disarmed they have no effective claw attack.

The norker also has a very tough skin — a form of exoskeleton — which gives it armour class 3.

In all other respects they are similar to hobgoblins (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**).

NYMPHFREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: 9

MOVE: 12"

HIT DICE: 3

% IN LAIR: 100%

TREASURE TYPE: *Q* (× 10), *X*

NO. OF ATTACKS: 0

DAMAGE/ATTACK: *Nil*SPECIAL ATTACKS: *See below*SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 50%

INTELLIGENCE: *Exceptional*ALIGNMENT: *Neutral (good)*SIZE: *M*PSIONIC ABILITY: *Nil*Attack/Defense Modes: *Nil*

These beautiful, ever-young appearing women inhabit the loveliest of wilderness places, grottos in the sea, clear lakes and streams, and crystalline caverns. They dislike any form of intrusion, and they have means to prevent it. Nymphs are able to *dimension door* once per day. A nymph is able to use druidical cleric spells at 7th ability level, i.e. 4 — 1st, 2 — 2nd, 2 — 3rd, and 1 — 4th level spell once per day. Looking at one will cause permanent blindness unless the onlookers save versus magic. If the nymph is nude or disrobes, an onlooker will die unless a saving throw versus magic is successful. There is a 10% chance that the nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph, i.e. by calling or other prior notice. Similarly, if a nymph sees a human male with 18 charisma and good alignment before he sees her, it is 90% probable that the nymph will be favorably inclined towards the person.

Nymphs speak their own language and the common tongue.

OBLIVIAX (Memory Moss)

FREQUENCY: Rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 10
 MOVE: Nil
 HIT DICE: 1-2 hp
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral evil
 SIZE: S (1/2' square)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/30 + 1/hp



This evil black moss has the magical power to steal memories from others. When an intelligent creature is within 60 feet it must save vs. spells or the moss will steal all the creature's memories from the last 24 hours (including memorized spells). It can try to steal from 1 creature per round until it succeeds, and then it will not attack again for 24 hours.

If an obliviax with stolen memories is attacked, it will, in 1 round, form a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and can defend itself only by casting any stolen spells.

The only way to regain stolen memories is to eat the living obliviax. This takes 1 round. If a save vs. poison is made, the eater will gain all the stolen memories including spells. If the save fails the eater will become very ill for 3-18 turns. It is possible to gain another's memories by eating this moss. Anyone who gains spells by eating the obliviax can cast them. The memory gained this way fades in 24 hours.

OCTOPUS, Giant

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 7
 MOVE: 3"/12"
 HIT DICE: 8
 % IN LAIR: 70%
 TREASURE TYPE: R
 NO. OF ATTACKS: 7
 DAMAGE/ATTACK: 1-4 (x 6)/2-12
 SPECIAL ATTACKS: Constriction
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral (evil)
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant octopi inhabit warm waters of medial to shallow depth. They lair in wrecked ships and undersea caves. They hunt at night, snatching and dining on any form of life which is vulnerable. They will readily attack swimmers or seize small vessels in order to eat the crew. These creatures are malicious and have a cunning bent. Several will cooperate to overwhelm a larger ship if opportunity presents itself. Vessels grabbed by giant octopi will lose way and come to a full stop in 3 turns.

A giant octopus will generally attack with 6 of its 8 tentacles, using 2 to anchor itself. Each tentacle striking does only 1-4 hit points of damage, but unless the member is loosened or severed, it will do twice initial damage (2-8 points) each melee round thereafter. The octopus also has a vicious beak which can bite nearby prey for 2-12 hit points.

Any creature will be struck only by 1 tentacle at a time unless it is larger than 8' or so tall/long. There is a 25% chance that a creature struck by a tentacle will have its upper limbs pinned, and a 25% chance that neither upper limb will be held. If both limbs are held the creature has no attack with them, if only 1 is pinned the creature attacks at -3 on "to hit" dice rolls, and if both are free the creature attacks only at -1. A tentacle grasps



with a grip equal to 18/20, and any creature with a strength equal to or greater than 18/20 can grasp the tentacle and negate its constriction; but this does not free it, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed. Each tentacle takes 8 hit points. This is in addition to the 8 dice the octopus itself has.

If 3 or more tentacles are severed it is 90% probable the octopus will retreat, blowing forth a cloud of black ink 4" high by 6" wide, by 6" long. The octopus will then run to its lair or hide in some other nearby place, changing its color to blend with its surroundings. The ink cloud completely obscures the vision of any creature within it.

OGRE

FREQUENCY: Common
 NO. APPEARING: 2-20
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 4 + 1
 % IN LAIR: 20%
 TREASURE TYPE: Individuals M (x 10), Q, B, S in lair
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10 or by weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: L (9' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Ogres can be found in virtually any terrain, including subterranean places. They are ugly-tempered and voracious. Ogres are also fond of treasure, and they will sometimes be found serving as mercenaries in the ranks of orc tribes or evil clerics or joining with gnolls for a profitable raid. Ogres mingle freely with trolls and some giants, and they are at times enslaved by certain demons.

If 11 or more ogres are encountered, there will be one who is a leader (armor class 3, 30-33 hit points, attacking as a 7 hit dice creature and doing from 2-12 hit points damage/attack). If 16 or more are encountered there will be 2 such leaders plus 1 additional ogre, a chieftain with armor class 4, 34-37 hit points, and attacking as a 7 hit dice monster and doing 4-14 hit points damage/attack.

(If weapon type is used to determine damage/attack, give a standard bonus of +2 hit points to ogres and leaders/chieftains gain an additional +1/+2 bonus.)

If ogres are found in their lair there will be from 2-12 females who fight as normal ogres but do only 2-8 points of damage and take a maximum of 6 hit points per hit die. There will also be from 2-8 young who will fight as goblins. Ogres will take prisoners in order to use them as slaves (25%) or food (75%), so there is a 30% chance that an ogre lair will contain 2-8 slaves/prisoners. As they are very fond of halfling, dwarf, or elf flesh, there is only a 10% chance that such creatures will be found alive in an ogre lair.

Ogres speak their own language as well as that of chaotic evil, orcs, trolls, and stone giants.

Description: The hide of ogres varies from dull blackish-brown to dead yellow. Rare specimens are a sickly violet in color. Their warty bumps are often of different color — or at least darker than their hides. Hair is blackish-blue to dull dark green. Eyes are purple with white pupils. Teeth are black or orange, as are talons. Ogres wear any sort of skins or furs. They care for their arms and armor reasonably well. The life span of an ogre is not less than 90 years.

OGRE, AQUATIC (Marrow)

FREQUENCY: Uncommon
 NO. APPEARING: 2-24
 ARMOR CLASS: 4
 MOVE: 6"/12"
 HIT DICE: 4+4
 % IN LAIR: 20%
 TREASURE TYPE: A
 NO. OF ATTACKS: 3 or 1
 DAMAGE/ATTACK:
 1-6/1-6/2-8 or by weapon
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Chaotic evil
 SIZE: L (9' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/130 + 5/hp
 (IV/250 + 6/hp)

This aquatic ogre is generally faster, tougher, and fiercer than its land-based kin. Aquatic ogres typically attack with a piercing spear (2-12 points) in a swimming charge at 1 to hit, followed by melee with talons and teeth. Aquatic ogres use their green coloration to hide (becoming effectively invisible 10-80% of the time, depending on terrain) and attack from cover, surprising 4 in 6.

Aquatic ogres dwell in relatively shallow waters of 50-250 foot depth. They lair in caves, often in association with scrags. They can survive out of water for up to 2 hours, so they sometimes raid the land. Of 7-12 ogres, 1 will have 31-36 hit points; of 13-18, 2 will have 31-36 hit points; and of 19-24 ogres, 3 will have 31-36 hit points.

In the lair of a group of merrow there will be:

- 1 chief, AC 3, 6+6 hit dice, +2 on damage
- 2 sub-chiefs, AC 3, 5+5 hit dice, +1 on damage
- 2-24 females, AC 5, 3+3 hit dice, 1-2/1-2/1-6 damage
- 1-12 young, AC 6, 2+2 hit dice, 1-2/1-2/1-4 damage
- 1 shaman, normal male or female

Aquatic ogres are able to speak Ogre as well as their own dialect.

Aquatic ogres are greenish and scaled with sloping shoulders. Their necks are long and very thick. They have huge mouths and undershot jaws. Hands and feet are webbed.

OGRE MAGE (Japanese Ogre)

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 9"/15"
 HIT DICE: 5 + 2
 % IN LAIR: 35%
 TREASURE TYPE: G (magic), R, S
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average to exceptional
 ALIGNMENT: Lawful evil
 SIZE: L (10½' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Japanese ogres, ogre magi, are not as rare elsewhere as they are in this part of the world. They normally seek uninhabited places in which to lair — typically in a fortified dwelling or some secure cavern complex below ground. From this location, the ogre magi will foray to capture treasure and humans for slaves and food.

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If encountered in their lair, the ogre magi will always have a chief of great strength (+2 on each hit die, attacking and saving as a 9 hit dice monster) in addition to the others of his kind indicated by the die roll. There will be 2-12 slaves/prisoners in the lair.

Ogre magi are able to perform the following feats of magic: fly (for 12 turns), become invisible, cause darkness in a 1" radius, polymorph to human (or similar bipedal humanoid form from 4' to 12' size) form, and regenerate 1 hit point per melee round (lost members must be reattached to regenerate). Once per day they can also do any of the following: charm person, sleep, assume gaseous form, and create a ray of cold the same dimensions as that of a cold wand which does 8 — 8-sided dice of damage (unless the appropriate saving throw is made).

Japanese ogres speak their own language, that of normal ogres, the common tongue, and their alignment tongue.

Description: Ogre magi have light blue, light green, or pale brown skins. Their hair is typically of an opposite and darker color (blue-green, green-blue), except that brown skinned ogre magi have dark yellow hair. Their nails are black, and their teeth and tusks are very white. Horns are ivory colored. Their eyes are dark pupiled with white centers. Their apparel is typically colored in patterns familiar to their homeland.

OGRILLON

FREQUENCY: Rare
 NO. APPEARING:
 1-4 (5-30 in lair)
 ARMOUR CLASS: 6
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE: Individuals
 M; in lair B, S
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-7/2-7
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 II/28 + 2 per hit point



The ogrillon is a smaller species of the ogre, being an orc-ogre cross-breed and displays the same general behaviour as its larger cousin (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Ogre**) with one exception — it never wields a weapon and fights with its horny fists. Because of the creature's strength of 18(01) each fist delivers 2-7 hit points of damage if it hits.

In appearance these creatures usually resemble orcs and will often associate with them for short periods. It is 90% unlikely that an ogrillon can be distinguished from an orc, even when the two types of creature are in the same group. However, some (10%) are ogrish in appearance though smaller. These also associate with orcs though they are easily distinguishable.

Ogrillons speak the ogrish tongue and their alignment language only.



OLIPHANT

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 8+4 (10+5)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 3-12/3-12/3-12/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (8' tall, some much larger)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/600 + 12/hp



The oliphant is probably a modern-day relative of the Pleistocene mastodon. Its hairy hide enables it to survive in cooler temperate or subarctic climates. The solitary oliphant avoids inhabited areas. Oliphants can be captured and trained if young enough.

An oliphant attacks with its down-curving tusks and heavy forelegs. Its trunk is too short to be used as an effective weapon. An oliphant can fight 4 man-sized opponents simultaneously, 2 ogre-sized enemies, or 1 of giant-size. The intelligence of oliphants is such that when properly trained they become engines of destruction, especially the large males. When fed and cared for, these creatures can grow 10 feet or greater in size (10+5 hit dice) and bulk, which is far larger than their wild counterparts. Such creatures are used in war and for other military duties when armored with leather or scale and plate reinforcements, spikes projecting from head and forelegs, and bearing castle-like houdas containing archers and pikemen. Elephants are armed in warm climes, but those less-intelligent creatures lack the ferocity of trained oliphants.

Oliphants do not fear fire unless it directly threatens them. They are aggressive and tend to try to eliminate threats rather than flee from them. Oliphant tusks range in value from 100-400 gp value each, the ivory being worth about 4 gp per pound.

If 3 or more oliphants are encountered, there is a 25% chance for a calf and 75% for a half-grown animal (check for each oliphant above the original 2). The young are equally divided in sex between male and female. All single oliphants will be male. Only 1 mature male will be in a group of 2 or more.

OPHIDIAN

FREQUENCY: Uncommon
NO. APPEARING: 3-12
ARMOR CLASS: 5 or better
MOVE: 9"/18"
HIT DICE: 3-4
% IN LAIR: See below
TREASURE TYPE: See below
NO. OF ATTACKS: 1 and 1
DAMAGE/ATTACK: By weapon type and 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to very
ALIGNMENT: Chaotic (evil)
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/125 + 4/hp



Ophidians, or snakemen, are typically encountered in tropical jungles. Unlike nagas, ophidians have human-like arms and hands and can employ weapons, shields, and magic items of the sort fighters can use. Attack is first by weapon and then a fanged bite. The latter requires a saving throw vs. poison or the victim will suffer a lycanthrope-like affliction. The affliction begins in 2-5 days, lasts 8-16 days, and ends by turning the creature into an ophidian if it was human or humanoid or killing it otherwise. The process can be prevented by a *cure disease* spell.

It is unusual for ophidians to be in a self-determined group. They are usually servants of spirit nagas or similar creatures. Ophidians appear to be short-tailed, thick-bodied snakes. Arms protrude about 2 feet below the neck. These arms are human-like and end in 4-fingered hands. Color ranges from gray-black to black and dark-brownish green to pale blue-green.

OPINICUS

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: -2
MOVE: 21"/30 (MC: B)
HIT DICE: 7+7
% IN LAIR: 10%
TREASURE TYPE: A
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 35%
INTELLIGENCE: Very to exceptional
ALIGNMENT: Chaotic good
SIZE: M
PSIONIC ABILITY: 205-250
Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: VII/2300 + 12/hp



Opinus are desert dwelling creatures of good will. Their usual habitat will be old ruins, such as a deserted city, palace, or temple. They will occasionally be encountered elsewhere, usually on some mission of weal. Although known for their beneficial acts and friendly dispositions, opinus also love teasing and jokes. While these actions detract from their popularity, the assistance of opinus is very rarely shunned by good creatures. Creatures of Evil most certainly dread opinus.

Normal attack mode is by means of 2 claw attacks (1-3/1-3) and rakes with rear claws. In addition, opinus have the spell capacity of 7th-level clerics and can turn undead. Each is also able to pronounce a *holy word* once per day, *dimension door* twice per day, and *heal* 3 times per day. Opinus have a glowing gaze, also called sun sparkles, of a 1/2"x1"x2" cone-shape which affects undead and creatures of the Lower Outer Planes (Acheron, the Nine Hells, Gehenna, Hades, Tartarus, the Abyss, and Pandemonium). This gaze is usable but once every 10 rounds. It inflicts 2-16 points of damage upon the victims, and one-half damage if a saving throw vs. spells is successful.

Due to their keen senses, opinus are never surprised. They surprise 5 in 6 in their habitat and 3 in 6 elsewhere. Opinus can travel both astrally and etherally. Opinus have 3-5 minor psionic disciplines and 1-2 of a major variety. It is with these that they often play pranks.

Opinus appear to be a mixture of monkey, camel, lion, and eagle. They are not, of course, any such mixture, but creatures in their own right. Their coloration ranges from light buff to golden brown with wings slightly darker than bodies. The forepaws of opinus are prehensile.

OOZES

OOZE CRYSTAL

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 8
MOVE: 1"/3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M to L
PSIONIC ABILITY: Nil
 Attack/Defenses Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/225 + 4/hp

Crystal ooze is a variety of gray ooze (q.v.) that has adapted to live in water. When immersed, it is 75% invisible. Any dim or dark body of shallow water can be home to crystal ooze. It can exist out of water for several hours.

The attack mode of crystal ooze is to flow over a victim and exude a paralyzing poison. The poison causes damage as indicated above and, unless a saving throw vs. poison is successful, the victim is paralyzed and will be consumed in a short time. When prey is reduced to -20 hit points, it has been totally consumed. Crystal ooze is unharmed by acid, cold, heat, or fire. Electricity does full damage as do magic missiles. Blows from weapons do only 1 point of damage per hit. Wooden weapons are affected by the corrosive poison, and unless a save vs. acid (per hit) is used, they will be eaten off or break.

OOZE GRAY

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 8
MOVE: 1"
HIT DICE: 3 + 3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M to L
PSIONIC ABILITY: 21-121
 Attack/Defense Modes: E/Nil



Gray ooze is a slimy horror which inhabits subterranean places. It closely resembles wet stone or sedimentary cave formations.

This creature corrodes metal at the same rate a black pudding (qv) does, i.e. chainmail is eaten through in a single melee round. Its acids do no harm to stone or wood. Spells do not harm this creature, and it is impervious to heat or cold. Lightning, however, causes full damage to gray ooze, as do blows from weapons. Note, however, that in the latter case the weapons striking the creature may corrode and break. They strike like snakes when attacking.

Large specimens (over 18 hit points) are larger than a full grown man, some (those over 21 hit points) are fully 3' wide and 12' long, although only about 6 or 8 inches thick.

In exceptionally large individuals intelligence of a sort is well developed. Furthermore, these exceptional individuals have a latent psionic ability, and if psionic powers are used within 6" of them they will prepare a psychic crush of from 21 to 121 psionic strength attack points and direct it at any individual within range who uses psionic abilities. After loosing its psionic attack the gray ooze can be psionically attacked.

ORC

FREQUENCY: Common
NO. APPEARING: 30-300
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 1
% IN LAIR: 35%
TREASURE TYPE: Individuals L; C, O, Q (X 10), S in lair
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average (low)
ALIGNMENT: Lawful evil
SIZE: M (6'+ tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Orc tribes are fiercely competitive, and when they meet it is 75% likely that they will fight each other unless a strong leader (such as a wizard, evil priest, evil lord) with sufficient force behind him is on hand to control the orcs. Being bullies, the stronger will always intimidate and dominate the weaker. (If goblins are near, for example, and the orcs are strong enough, they will happily bully them.) Orcs dwell in places where sunlight is dim or non-existent, for they hate the light. In full daylight they must deduct 1 from their dice rolls to hit opponents, but they see well even in total darkness (infravision).

Known orc tribes include the following: Vile Rune, Bloody Head, Death Moon, Broken Bone, Evil Eye, Leprous Hand, Rotting Eye, Dripping Blade. If orcs from one of those tribes are encountered in an area, it is likely that all other orcs nearby will also be from this tribe.

For every 30 orcs encountered there will be a leader and 3 assistants. These orcs will have 8 hit points each (being the biggest/strongest/meanest in their group). If 150 or more orcs are encountered there will be the following additional figures with the band: a subchief and 3-18 guards, each having armor class 4, 11 hit points, and fighting as monsters with 2 hit dice (doing 2-7 hit points damage). If the orcs are not in their lair there is a 20% chance they will be escorting a train of 1-6 carts and 10-60 slave bearers bringing supplies and loot to their chief or to a stronger orc tribe. The carts will hold goods worth from 10 to 1,000 gold pieces, and each slave will bear goods worth from 5 to 30 gold pieces. If such a train is indicated, double the number of leaders and assistants, add 10 normal orcs for each cart in the train, and a subchief with 5-30 guards will always be in charge.

Orc lairs are underground 75% of the time, in an above ground village 25% of the time. There will always be the following additional orcs when the encounter is in the creatures' lair: a chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 hit dice and do 2-8 hit points damage), females equal to 50% of the number of males, young equal to 100% of the number of males. If the lair is underground, there is a 50% chance that there will be from 2-5 ogres living with the orcs. If the lair is above ground it will be a rude village of wooden huts protected by a ditch, rampart, and log palisade. The village will have from 1-4 watch towers and single gate. There will be 1 catapult and 1 ballista for each 100 male orcs (round to the nearest hundred).

The weaponry of orcs is shown typically below:

sword & flail	5%
sword & spear	10%
axe & spear	10%
axe & pole arm	10%
axe & crossbow	10%
axe & bow	10%
sword & battleaxe	5%
spear	10%
axe	10%
polearm	20%

Leaders and above will always have two weapons. If a subchief is with a group the tribal standard will be present 40% of the time. The standard is always present when the tribal chief is. The standard will cause all orcs within 6" to fight more fiercely (+1 on hit dice and morale check dice).

Orcs are cruel and hate living things in general, but they particularly hate elves and will always attack them in preference to other creatures. They take slaves for work, food, and entertainment (torture, etc.) but not elves whom they kill immediately.

Orcs are accomplished tunnelers and miners. They note new or unusual constructions underground 35% of the time and spot sloping passages 25% of the time.

The majority of orcs speak goblin, hobgoblin, and ogre in addition to the languages of orcs and lawful evil.

Description: Orcs appear particularly disgusting because their coloration — brown or brownish green with a bluish sheen — highlights their pinkish snouts and ears. Their bristly hair is dark brown or black, sometimes with tan patches. Even their armor tends to be unattractive — dirty and often a bit rusty. Orcs favor unpleasant colors in general. Their garments are in tribal colors, as are shield devices or trim. Typical colors are blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. They live for 40 years.

Half-Orcs: As orcs will breed with anything, there are any number of unsavory mongrels with orcish blood, particularly orc-goblins, orc-hobgoblins, and orc-humans. Orcs cannot cross-breed with elves. Half-orcs tend to favor the orcish strain heavily, so such sorts are basically orcs although they can sometimes (10%) pass themselves off as true creatures of their other stock (goblins, hobgoblins, humans, etc.).

OSQUIP

FREQUENCY: *Uncommon*
NO. APPEARING: 2–24
ARMOUR CLASS: 7
MOVE: 12"/(1/2")
HIT DICE: 3+1
% IN LAIR: 80%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2–12
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (2' high at shoulder)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 111/60 + 4 per hit point



The osquip is a multi-legged hairless rodent-like creature the size of a small dog. Most specimens have 6 legs but some (25%) have eight and there are a few rare creatures (5%) with ten legs. The creature's hide is a very light yellow — almost colourless — and resembles very pliable leather. The eyes are small and set close together, each being heavily protected by surrounding ridges of hide-covered bone. The jaws are unusually large, the entire bony structure projecting several inches forward of the flesh; in each jaw there are large spade like teeth.

The creature will have its lair in the midst of a complex of tunnels beneath the basements of buildings in a town, or in a dungeon. The tunnel system will be quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other man-sized creature, will be carefully hidden (the chance of finding them is the same as the chance of finding a secret door).

The creature feeds on rats, mice and other small vermin, though it is a ferocious beast and will always attack without fear, sometimes emerging to surprise a victim from one of the hidden entrances to its tunnel-system. It attacks with its powerful jaws and these can inflict a nasty bite for 2–12 hit points of damage. It has high dexterity (its natural armour class is 9).

By using its powerful jaws, it can burrow through rock at 1/2" movement rate. Its behaviour regarding other tunnel-dwelling creatures, such as jermlaine, mites and snyads, is unpredictable. Sometimes it will be encountered acting in co-operation with one or more of these types of creature; at other times the osquip will invade jermlaine, mite or snyad tunnel-systems on predatory missions.

OTTER

FREQUENCY: Uncommon
NO. APPEARING: 1–4
ARMOR CLASS: 5
MOVE: 12"/18"
HIT DICE: 1–1 (1+1)
% IN LAIR: 20%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–2 (1–3)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1/5 + 1/hp

Otters are aquatic relatives of the weasel, et al. They are found in rivers, ponds, and lakes. The sea otter is the largest sort of ordinary otter and is found along shallow, coastal waters; differences are in parentheses above. These creatures are fast and playful. They will attack only if cornered. Their pelts have value as fur.

OTTER, Giant

FREQUENCY: Rare
NO. APPEARING: 2–5
ARMOR CLASS: 5
MOVE: 9"/18"
HIT DICE: 5
% IN LAIR: 10%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3–18
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Giant otters dwell in lakes and rivers. These creatures are basically non-aggressive, but if threatened or cornered they can fight fiercely. These creatures love to play — sliding and tag are favorite pastimes. If such play is in progress when the otters are encountered, the creatures might panic horses, overturn wagons, accidentally break carts, etc. Even in the water similar danger exists with regard to boats and other small craft, for the otters may accidentally overturn them in playfulness.

If discovered in their lair, there will always be 5 giant otters — 2 adults and 3 young (40%–70% grown). The parent animals will always attack in this circumstance. The young will defend themselves.

The pelts of giant otter sell for from 1,000 to 4,000 gold pieces.

OTYUGH

FREQUENCY: *Uncommon*
 NO. APPEARING: 1 (2)
 ARMOR CLASS: 3
 MOVE: 6"
 HIT DICE: 6-8
 % IN LAIR: *Nil*
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-8/1-8/2-5
 SPECIAL ATTACKS: *Disease*
 SPECIAL DEFENSES: *Never surprised*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low-average*
 ALIGNMENT: *Neutral*
 SIZE: *M-L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These weird monsters are omnivorous scavengers, not at all hesitant about adding a bit of fresh meat to their diet of dung, offal, and carrion. They hate direct sunlight or bright light, so they are found underground in most cases. Usually (90%) only a single individual is encountered, for otyugh typically live in partnership with other subterranean monsters. The otyugh will dwell in a truce state with other powerful monsters in order to scavenge droppings and other leavings. In most cases otyugh live in piles of dung and rubbish, and thrive there.

The otyugh has a sensory organ stalk and two tentacle arms which protrude from its hideous body. The eyes are always thrust above the offal the creature lairs under, and this prevents surprise. Its tentacles have sharp ridges and are used to deliver smashing blows to prey. The creature's mouth is sucker-like and filled with many teeth. If it bites any victim it is 90% likely to be infected by disease (typhus).

These monsters have no interest whatsoever in treasure as humans know it, but their partners may, occasionally making the guarding of treasure they value a condition of allowing otyugh to dwell in semi-symbiosis with them. Otyugh speak their own language and are semi-telepathic, thus often able to communicate with other life forms when the otyugh so desire.



NEO-OTYUGH

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 6"
 HIT DICE: 9-12
 % IN LAIR: *Nil*
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-12/2-12/1-3
 SPECIAL ATTACKS: *Disease*
 SPECIAL DEFENSES: *Never surprised*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average-very*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Neo-otyugh are a larger, more intelligent species of otyugh (qv). They conform to the general characteristics of otyugh, and are even more aggressive in their hunting of prey. Also, the neo-otyugh are slightly better at telepathic communication. Some specimens of these creatures reach 8' diameter and a height of 3' or more. The hide of a neo-otyugh is even tougher than that of an otyugh, although the appearance is similar.



OWL

FREQUENCY: Uncommon
 NO. APPEARING: 1 or 2
 ARMOR CLASS: 5
 MOVE: 1"/27" (MC: D)
 HIT DICE: 1
 % IN LAIR: 10% (daylight only)
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-2/1-2/1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S (4'-5" wingspread)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/30 + 1/hp

Various types of owls are found in every clime. While some are smaller than those covered by this data, most encounters will be with the large specimens. Attack is by talon and beak. When plummeting from a 50-foot or greater height, attack is at +2 to hit, and damage inflicted is twice normal, but no beak attack is possible. Owls have double normal ultravision, have quadruple normal hearing, and they fly in total silence. They are likely to surprise prey 5 in 6, and are never surprised during hours of dusk or darkness. In light of twilight to daylight brightness, owls see at just under human standard. Thus, despite their hearing, they are surprised 3 in 6 if discovered in their hidden daylight roosting place. While they cannot be trained to hunt, they can be somewhat domesticated if taken young enough and inured to human presence. Because daylight birds (such as crows, ravens, etc., which are normally prey to night-hunting owls) flock to attack an owl discovered in daylight, the owls are sometimes used as decoys by hunters. The anger and determination of attacking birds causes them to lose caution in their desire to kill the decoy owl.

OWL, Giant

FREQUENCY: Rare
 NO. APPEARING: 2-5
 ARMOR CLASS: 6
 MOVE: 3"/18"
 HIT DICE: 4
 % IN LAIR: 5%
 TREASURE TYPE: Q (X 5), X
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-8/2-8/2-5
 SPECIAL ATTACKS: Surprise on a 1-5
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant owls are rarely encountered as they inhabit only very wild areas. They are nocturnal predators and effective hunters. Giant owls speak their own language.

A giant owl strikes with its two sets of sharp talons and its strong beak. Its feathers allow it to fly with nearly absolute silence, thus it surprises on 1-5 (on a 6-sided die).

These creatures are intelligent and will sometimes befriend other creatures. If encountered in their lair there is a 20% chance that there will be 1-3 eggs (25%) or 1-3 hatchling owls, 20% to 70% grown. The parents will always attack any creature threatening the eggs/owlettes. Eggs sell for 1,000 gold pieces, young for 2,000 on the open market.

**OWLBEAR**

FREQUENCY: Rare
 NO. APPEARING: 2-5
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 5 + 2
 % IN LAIR: 30%
 TREASURE TYPE: C
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/2-12
 SPECIAL ATTACKS: Hug
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

The horrible owlbear is probably the result of genetic experimentation by some insane wizard. These creatures inhabit the tangled forest regions of every temperate clime, as well as subterranean labyrinths. They are ravenous eaters, aggressive hunters, and evil tempered at all times. They attack prey on sight and will fight to the death.

The owlbear attacks with its great claws (two inches long on large males), its snapping beak, and then grasps a victim and squeezes and bites it to death. If it scores a paw hit of 18 or better with either of its forelimbs, the owlbear has dragged the victim to itself; and the opponent will take an additional 2-16 hit points damage from the hug, that melee round and every melee round thereafter until the owlbear is killed. (Note that if the armor class of an opponent is such that an 18 is insufficient to hit, the hug is not effective, and no damage is taken.)

If encountered in their lair there is a 25% chance that there will be 1-6 eggs (20%) or young (80%) in addition to the adults. Young owlbeards will be 40% to 70% grown, and they will fight accordingly. Eggs are worth 2,000 gold pieces, young under 50% grown are worth 5,000, on the open market.

Description: Owlbeards have brownish-black to yellow brown fur and feathers. The 1,300 to 1,500 pound males will be the darker colored. The beaks of these creatures are yellow to ivory. The eyes are red-rimmed and exceedingly terrible to behold.



PECH

FREQUENCY: Rare
NO. APPEARING: 5-20
 (double in lair)
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 4
% IN LAIR: 05%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 By weapon +3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 25%
INTELLIGENCE:
 Average to exceptional
ALIGNMENT: Neutral (good)
SIZE: S (4' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/240 + 4/hp



No one knows what the pech actually are, or whether they are from the Prime Material or Earth Planes. In any event, these spindly creatures dwell in dark places and work stone. Their flesh is nearly as hard as granite itself. In their lair there will be several larger pech, females equal to the number of males, and young equalling 20-50% of the females. There also will be 50-100 gems plus various dishes and ornaments worked from ornamental stone and raw metal (5-30 jewelry of lowest base value for worth, average weight 150 gp each). The pech use picks and peat hammers (treat as war hammers) for work and armament, and are usually equipped with equal numbers of each type.

Each pech is able to cast 4 *stone shape* and *stone tell* spells per day. Four together can cast a *wall of stone* spell as if they were 16th-level magic-users. Eight can together cast a *stone to flesh* spell. These "group" spells can be cast but once per day by any group. Pech are immune to petrification. If engaged against some lithic monster such as a stone golem, pech are quite capable of knocking it to rubble, as their knowledge of stone allows them full normal attack capability. Pech are basically good creatures desiring to be left to themselves. They hate bright light and open skies. They have both infra- and ultravision.

Pech are thin with long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or red-brown hair. Their eyes are large and pupilless.



PEDIPALP

	Large (Schizomida)	Huge (Amblypygus)	Giant (Uropygus)
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	1-4	1-4	1-2
ARMOR CLASS:	7	4	2
MOVE:	12"	9"	6"
HIT DICE:	1+1	2+2	4+4
% IN LAIR:	5%	10%	20%
TREASURE TYPE:	M, Q (x2)	Q (x4), T	I
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-8	1-6/1-6/1-8	1-8/1-8/2-8
SPECIAL ATTACKS:	Nil	Grip	Poison gas, grip
MAGIC RESISTANCE:		Standard for all	
INTELLIGENCE:		Non-for all	
ALIGNMENT:		Neutral for all	
SIZE:	S	S	L
PSIONIC ABILITY:		Nil for all	
Attack/Defense Modes:		Nil/nil for all	
LEVEL/X.P. VALUE:	I/20 + 2/hp	II/50 + 3/hp	IV/170 + 5/hp

Commonly called whip scorpions, these creatures can be found in nearly any climate except that of arctic or tundra. They appear to be a cross between a spider and a scorpion. Pedipalpi may be found in a variety of different colorings, browns and tans being the most common.



Large Pedipalp: The smallest of the pedipalpi, the schizomidae, have no obvious whips, although they do have 2 grasping arms and fearsome-looking mandibles. They are incapable of holding any prey larger than themselves.

Huge Pedipalp: The amblypygi, or huge pedipalpi, have developed 2 whip-like appendages in place of 1 pair of legs. Another set of legs has developed spiny pincers on the ends, which these creatures use to attack their prey. They also bite. After a hit has been scored, the huge pedipalp will grip and automatically do crushing damage (the same as 2 pincer hits; 2-12) on all rounds thereafter. The chance of a character breaking this grip is the same as that for opening doors.

Giant Pedipalp: The largest of their species, the uropygi or giant pedipalpi, have whip-like tails and forelegs that end in large pincers. Although the tail looks dangerous, it is not used to attack; instead, these creatures attack with 2 pincers and a bite. After a hit has been scored, the giant pedipalp will grip, automatically bite (for 2-8 points), and do crushing damage (the same as 2 pincer hits; 2-16) on all rounds thereafter. This grip may be broken only by killing the monster or severing the pincer (which requires a roll 3 higher than the normal to-hit number). The giant pedipalpi also discharge a noxious vapor when in combat. This irritant will affect all non-pedipalp creatures within a 20-foot radius, and all within it who fail a saving throw vs. poison fight with a -3 on their to-hit rolls for 1-6 rounds. Uropygi may discharge this gas 3 times per day.

PEGASUS

FREQUENCY: *Very rare*
 NO. APPEARING: 1-10
 ARMOR CLASS: 6
 MOVE: 24"/48"
 HIT DICE: 4
 % IN LAIR: 15%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-8/1-8/1-3
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic good*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Pegasi are found in remote places, for they are typically very shy and wild. These intelligent winged horses make the swiftest of steeds, and they are often sought for that reason. Pegasi will serve only good characters, but if they do so, they always serve unto death.

A pegasus fights with its two forehooves and its powerful teeth. A male specimen can carry weight equal to a medium warhorse (qv), a female equal to a light warhorse.

If encountered in their lair there will be 1 nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30%) or young animals (70%) of 20% to 50% maturity. The eggs are worth 3,000 gold pieces, the young 5,000, on the open market.

PERNICON

FREQUENCY: *Rare*
 NO. APPEARING: 4-40
(in lair 300-3,000)
 ARMOUR CLASS: 3
 MOVE: 12"
 HIT DICE: 1-4 *hit points*
 % IN LAIR: 20%
 TREASURE TYPE: 1-4 *gems*
and 25% chance of 100-600 gold pieces)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS:
Constitution drain
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: S (2" long)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/7 + 1 per hit point



A brightly-coloured insect rather like a grasshopper about 2" long — red, yellow, ochre and light blue — the pernicon inhabits the outer regions of deserts and is much prized by the nomads of these regions because the antennae on its head are water-diviners, vibrating and giving off a low hum when within 120' of a large quantity of water.

The pernicon is usually inoffensive but will attack in large numbers if disturbed, accidentally or otherwise. It leaps on its victim and grips exposed flesh with the pincers at the rear of its abdomen. If it hits, the pernicon will inflict 1-3 hit points of damage and will also drain water and other body fluids from the victim, causing the loss of 1 point of constitution. Each round thereafter this process will continue automatically, without the need of a 'to hit' roll.

Even when the pernicon is killed its pincers continue to grip fast, and removing it from the victim's body will inflict a further 1-4 hit points of damage. If a victim's constitution falls below 3 he collapses unconscious. If it drops below zero he dies. If a victim is not killed he will recover lost constitution points at the same rate as lost hit points. However, if he is killed, a *raise dead* will only restore half of his original constitution, a *raise dead fully* only 75% of it.

PERYTON

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVE: 12"/21"
 HIT DICE: 4
 % IN LAIR: 10%
 TREASURE TYPE: B
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: +2 *to hit*
 SPECIAL DEFENSES: +1 *or better*
weapon to hit
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Perytons dwell in rocky hills or mountainous regions. They are omnivorous creatures of the weirdest appearance, likely the result of the same type of experimentation as brought about the owlbear.

The creature attacks with its sharp horns, having a +2 on "to hit" dice. Its claws are too weak to use. Each peryton attacks but a single creature, and when it is dead the peryton tears out the victim's heart with its teeth. The organ is necessary to the peryton to reproduce, and the creature immediately flies away in order to do so. Human hearts are the type most sought by perytons.

Normal weapons do not harm these creatures.

Perytons lair in caves high upon cliffs or in mountain peaks. They will sometimes take humans and similar creatures alive in order to hold them prisoner until needed as food and for reproduction needs.

Perytons speak their own language.

Description: The upper body and head of the peryton is blue-black, the creature's horns being jet black. The wing and back feathers are dark green, and the chest of the male peryton is light blue to medium blue, the females being drab.



PHOENIX

FREQUENCY: Very rare
NO. APPEARING: 1 (1-4)
ARMOR CLASS: -3
MOVE: 6"/39" (MC: D)
HIT DICE: 20
% IN LAIR: 0
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
 2-12 or 1-8/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius
ALIGNMENT: Neutral good
SIZE: M
PSIONIC ABILITY: See below
 Attack/Defense Modes:
 See below
LEVEL/X.P. VALUE:
 IX/8600 + 30/hp



The phoenix, so rarely seen on the Prime Material Plane, is native to the Upper Outer Planes of Elysium. Of course, the phoenix is quite capable of dwelling in nearly any climate or even the void, as cold, heat, and like conditions won't harm it. However, a phoenix prefers beauty and sylvan peace and will typically be found only in such places on the Prime Material Plane. Unfortunately, phoenix feathers command an average of 50 gp each, their gem-like beak, talons, and eyes a hundred times that, and their bodies are prized by alchemists seeking to make certain potions. Thus, the rare phoenix is rarer still.

A phoenix in flight attacks with its diamond-hard talons. When on the ground it has but a single attack with its long, sharp beak. However, being both intelligent and magical, a phoenix usually opts for more

effective measures of attack and defense.

The piercing whistle voiced by a phoenix enables it to act first in melee, as opponents within a 30-foot radius are so affected by the sound as to give the phoenix a +3 advantage on its initiative die. With this advantage, the creature can use any of the following spell-like powers, 1 at a time, 1 per melee round, at 20th level: *affect normal fires*, *audible glamor*, *blink*, *blindness*, *blur*, *call woodland beings* once per day, *control temperature* within a 10-foot radius, *continual light*, *color spray* 3 times per day, *dancing lights*, *duo-dimension* once per day, *find the path* once per day, *find traps*, *fire charm*, *fire quench* once per day, *fire seeds* once per day, *fire shield*, *fire storm* once per day, *heat metal* 3 times per day, *improved invisibility*, *incendiary cloud* once per week, *misdirection*, *neutralize poison* once per day, *polymorph self* 3 times per day, *produce fire*, *pyrotechnics*, *reincarnate* once per day, *remove curse*, *remove fear* within a 10-foot radius, *snake charm*, *veil* once per day, *wall of fire* once per day.

The phoenix needs only to spread its wings and voice a call to *dispel illusion* or *dispel magic* at the 40th level of ability. Additionally, the dance of a phoenix acts as a double-strength (40th level) *exorcise* spell and is effective against all but the greatest of evil magics, such as that of an artifact or relic.

A phoenix automatically *detects charms*, *evil*, and *magic*. It radiates a 10-foot radius *protection from evil*. The creature can become ethereal and travel astrally or ethereally. It can be hit only by +3 or better weapons. The phoenix can never be surprised. It has infravision to 120 feet and double normal ultravision. A touch of its wing is equal to a *cure light wounds* spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to *cure disease*, but is restricted in the same manner as a *staff of curing*. When hard-pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, 1 being created for every 5 points of damage taken by the phoenix. In extremis, the phoenix creates a double-strength (40th level) combination of *fire storm* (2" high x 5" wide x 8" deep) and *incendiary cloud*, even if it has already used these powers previously. This destroys the adult phoenix but leaves a gem-like egg behind from which a new phoenix will arise in 20 days. As well as its own language, a phoenix can speak with all avians. It otherwise communicates by limited telepathy or by empathy and telepathy of a limited sort.

Although the phoenix can neither attack nor be attacked by psionic means, the creature has the following disciplinary powers: *cell adjustment* (cleric class) once per day at 20th level; *energy control* 3 times per day; *molecular agitation* 3 times per day at 20th level; *probability travel* once per week at 10th level.

A phoenix appears similar to a peacock, although it is far larger and its beak is longer in proportion. The plumage includes bright violet, scarlet, crimson and flaming orange areas. Beak and claws are of blue-violet. Eyes are a deep, glowing ruby color.

PHYCOMID

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 3"
HIT DICE: 4
% IN LAIR: 80%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
 3-6/3-6
SPECIAL ATTACKS: Infection
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: S (2' diameter maximum)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 V/280 + 5/hp



The algae-like phycomids resemble fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. They exude a highly alkaline substance when attacking. When phycomids attack they extrude a tube and discharge the alkaline fluid in small globules that have a range of 7-12 feet. These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. In addition to alkaline damage, the globs which these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails to save vs. poison, the individual will begin to sprout mushroom-like growths in the infected area. This will occur in 5-8 rounds and inflict 5-8 points of damage. The growths will then begin to spread throughout the host body, killing it in 5-8 turns, and turning it into a new phycomid. A *cure disease* spell will stop the spread through the host.

Phycomids are immune to all forms of mental attacks, including charms, holds, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half-normal or none.



PIERCER

FREQUENCY: *Uncommon*
 NO. APPEARING: 3-18
 ARMOR CLASS: 3
 MOVE: 1"
 HIT DICE: 1-4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6/2-12/3-18
 or 4-24
 SPECIAL ATTACKS: 95% likely to surprise
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S to M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Piercers inhabit caves, caverns, and similar subterranean places. With their stoney outer casing these monsters are indistinguishable from stalactites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be found with smaller ones.

The size of a piercer is equal to its hit dice, and there is an equal probability of a piercer being 1, 2, 3, or 4 dice in size. The largest piercer is about 6' long, 1' base diameter, and weighs 500 pounds.

PIKE, Giant

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVE: 36"
 HIT DICE: 4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: Surprise on a 1-4
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (9'-14' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant pike inhabit large, deep lakes. They are aggressive predators and will not hesitate to attack any creature which is nearby when they are hungry. These creatures see well, and they move with great speed, surprising prey two-thirds of the time. Giant pike are often tamed by pixies.



PIXIE

FREQUENCY: *Very rare*
 NO. APPEARING: 5-20
 ARMOR CLASS: 5
 MOVE: 6"/12"
 HIT DICE: 1-4 Hit points
 % IN LAIR: 5%
 TREASURE TYPE: R, S, T, X
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral
 SIZE: S (2½' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Pixies dwell only in the most idyllic of woodlands. They are naturally invisible and are thus almost never noted even though some creature passes near their secluded home.

Pixies normally carry slim swords and fine bows similar to those of sprites (qv). Their swords are equal to daggers, but their arrows are more effective and are of three types. All have +4 chance to hit. The pixie war arrow inflicts 2-5 hit points of damage. Their second type causes sleep in a comatose state for 1-6 hours to any creature which fails to save versus magic when struck. The third sort which the pixies use causes no harm physically, but being struck causes a complete loss of memory which can only be restored by clerical exorcism unless the victim saves versus magic.

Pixies can become visible at will, polymorph themselves at will, create illusions with both aural and visual components which last without concentration until magically dispelled once per day each, and know alignment. Pixies can, by touch, cause confusion in any creature which fails its saving throw versus magic. Confusion is permanent unless a remove curse spell is applied. Once per day pixies are able to use dispel magic (at 8th level/ability), dancing lights, ESP, and 1 in 10 can use Otto's Irresistible Dance spells.

Because pixies are normally invisible, they gain the advantage of subtracting 4 from "to hit" dice rolls of all opponents unable to detect invisible objects. Similarly, pixies can attack while invisible.

Pixies are highly mischievous, and they will be prone to bother, harass, or fool creatures. They speak their own tongue, that of sprites, and common speech.

PORCUPINE, Giant

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVE: 6"
 HIT DICE: 6
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: Shoot quills
 SPECIAL DEFENSES: Quills
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant porcupines are found primarily in wooded areas. They are stupid and non-aggressive, but if threatened they are able to defend themselves with ease. The giant porcupine can bite with some effect, but they will do this only in the most desperate defense (10% chance per melee round the creature is above 50% damaged). The main defense of the giant porcupine is its ability to shoot 1-8 quills from its tail, each quill doing 1-4 hit points of damage and having a range of 30'. As its quills are up to 3' long, any attack which comes within 6' of the creature will likewise suffer 1-4 quills in return from the porcupine's defensive movements. There is no practical limit to the number of quills the creature can use, as there are over 80 in its tail and over 300 on its body. The porcupine views any approach within 30' as a threat.

PORTUGUESE MAN-O-WAR, *Giant*

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-10
 ARMOR CLASS: 9
 MOVE: 1"
 HIT DICE: 1-4
 % IN LAIR: 0%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: *Paralyzation*
 SPECIAL DEFENSES: *Transparent*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *S to L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Portuguese men-o-war float in warm sea waters, trailing their deadly tentacles below. Any creature which touches these appendages takes damage from their poison, and if a saving throw versus paralyzation is not made the victim is paralyzed and will be drawn up by the portuguese man-o-war's tentacles and devoured in 3-12 turns.

Each of these creatures has 10-40 tentacles. Their length is a factor of size. For each die the creature has, the tentacles have 10' of length. A one hit die portuguese man-o-war is 2½' in diameter and has 10 tentacles which are each 10' long. A two hit die creature has 20 tentacles of 20' length, a three hit die creature has 30 tentacles of 30' length and a four hit die portuguese man-o-war is 10' in diameter and has 40 tentacles which trail downwards 40'. Each tentacle requires but a single hit point to sever, but this does not inflict damage on the creature, and tentacles will regenerate in several days. Only hits scored on the body of the creature kill it.

Portuguese men-o-war are transparent. It is 90% probable that they will be undetected unless the creature encountering them is able to detect invisible objects.

PROTEIN POLYMORPH

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 2
 MOVE: 9"
 HIT DICE: 6-8
 % IN LAIR: 50%
 TREASURE TYPE: *D*
 NO. OF ATTACKS: *Variable*
 DAMAGE/ATTACK:
 6-36 or by weapon type
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 6HD: *V/400 + 6 per hit point*
 7HD: *VI/575 + 8 per hit point*
 8HD: *VI/925 + 10 per hit point*

Protein polymorphs are intelligent cellular colonies with the ability to assume any form they choose. They may take the form of inanimate objects or animate creatures of 8 or fewer hit dice (depending on the size of the protein polymorph — 6, 7 or 8 hit dice). The form assumed may actually be that of several forms connected by a near-invisible (10% chance of detection) cord or film of protoplasm. The cells of the protein polymorph may specialise or de-specialise at will, taking on different textures and colours, changing completely in only one round.

These 'creatures' are extremely versatile. They may imitate anything from a pile of treasure to a small-sized room, to a party of half a dozen humans or a dozen kobolds. They will, in general, assume any form likely to draw prey, for they feed on humans and animals with little regard for type and size. They may even mix inanimate objects within their structure to add authenticity — a room or a corridor may, for instance, be part-stone and part protein polymorph. Imitated creatures may wear real clothing and wield real weapons (often acquired from previous victims).

There are limits to the protein polymorph's degree of cellular control — it cannot accurately copy facial expressions, nor can it effectively duplicate the sound of speech. These limitations may lead to the exposure of the imposture as animate creatures. Similarly, if a protein polymorph disguises itself as an inanimate object, there is a base chance of detecting the imposture from a distance of 10' away, but upon touch the animate nature of the cells is instantly revealed.

The normal attack of a protein polymorph is to bludgeon its prey and then enfold and crush it, inflicting 6-36 hit points of damage per round. When in the form of weapon-wielding creatures, multiple or single, it will attack as the creatures themselves would normally attack, doing damage by weapon-type as appropriate.

Protein polymorphs possess the normal strengths of imitated creatures but not those creatures' special abilities.

PSEUDO-DRAGON

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 6"/24"
 HIT DICE: 2
 % IN LAIR: 5%
 TREASURE TYPE: *Q (× 10)*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: *Poison sting*
 SPECIAL DEFENSES: *Chameleon power*
 MAGIC RESISTANCE: 35%
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral (good)*
 SIZE: *S (1½' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Pseudo-dragons are found in any clime, save the coldest or hottest, when they are found at all. These creatures are rare indeed and highly sought after. They lair in great hollow trees or small caves.

The pseudo dragon can deliver a vicious bite with its small, dragon-like jaws, but its major weapon is its sting-equipped tail. This appendage is long and very flexible. The creature can move it with flashing speed, and strikes at +4 to its "to hit" dice. Any creature struck must save versus poison or go into a state of catalepsy which lasts for 1-6 days. During this time the victim appears dead and there is a 25% chance the creature will actually die.

Pseudo-dragons have a chameleon-like power, so that they can blend with any typical background and become 80% undetectable to creatures not able to see invisible objects. They can see invisible objects.

Magic resistance is an innate characteristic of pseudo-dragons, and they are able to transmit this resistance to a human (or humanoid) companion when the pseudo-dragon is touching the other creature.

A pseudo-dragon communicates by means of a limited form of telepathy. If the pseudo-dragon elects to become a companion of a human (or humanoid), it can also transmit what it sees and hears to its companion up to a distance of 24'.

Description: Pseudo-dragons appear exactly as miniature red dragons. However, their coloration is a basic red brown, and can be changed as noted.

PSEUDO-UNDEAD

FREQUENCY: Uncommon
NO. APPEARING: See below
ARMOR CLASS: See below
MOVE: See below
HIT DICE: See below
% IN LAIR: 50%
TREASURE TYPE: A
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: Treat as human fighters (except pseudoghost, as below)

The pseudo-undead are humanoid creatures who prosper due to their physical similarity to certain undead monsters, such as ghouls, ghouls, wights, wraiths, spectres, and vampires. Each pseudo-undead looks and smells exactly like its parallel. The same number appear. The armor class, movement rate, hit dice, number of attacks, and damage are the same. Thus they can be moderately dangerous. However, they lack the special attack forms (*paralysis*, *level drain*, etc.) of the undead, though they have normal (6") infravision. Note that the stench of pseudoghosts has the same effect as that of ghouls. Pseudowraiths and pseudospectres cannot fly but walk so lightly as to leave no trace, and are often thought (unless closely observed) to be floating above the surface, although this is an illusion. Pseudovampires have red eyes and behave menacingly but have no special abilities.

Pseudovampires are more nearly human than others of the genre and have been known to interbreed. Several clans of bandits (q.v.) are known to have been thereby engendered, their members ranging in power from that of normal bandits (though of pale and menacing visage) to leaders and spell casters of full pseudovampire status in addition to their bandit abilities. Other man/pseudovampire combinations may be possible.

The pseudo-undead cannot be turned by a cleric and have no connection to the Negative Material Plane. They avoid sunlight but are not harmed by it. They are never found with or near true undead. Normal attacks affect them.

PUDDING BLACK

FREQUENCY: Uncommon
NO. APPEARING: 1 to 1-4
ARMOR CLASS: 6
MOVE: 6"
HIT DICE: 10
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: Dissolve wood and metal
SPECIAL DEFENSES: Blows, cold and lightning do not harm
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S to L (5' dia. to 8' dia.)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



The black pudding is a monster composed of groups of single cells. It is a scavenger/hunter found only in underground areas normally. The body structure of a black pudding is such that it can pass (flow) through narrow openings (such as a 1" crack under a door). The monster travels equally well on walls or ceilings as well as floors. Its tiny mouths and saliva do 3-24 hit points of damage per melee round to exposed flesh. If the monster needs to dissolve wood in order to obtain food, it can eat away about a two inch thickness of wood equal in area to its diameter in 1 melee round. Black puddings also eat away metal with their corrosive saliva: Chainmail in 1 melee round, plate mail in 2, and an additional melee round for magical armor at a rate of 1 melee round for each plus of armor. Thus, +1 magic (plate) armor would have to be in contact with a black pudding for 3 melee rounds before it dissolved. If chopped or struck, the monster is broken into two or more parts, each able to attack. The same is true if it is attacked by lightning. Cold does not affect it. Fire causes normal damage to this monster, and they avoid flames. Black puddings sometimes have color variation, grey, brown, and white being not uncommon.

Black puddings with 10-20 hit points are about 5' diameter, those of 21-40 hit points 6', 41-60 are 7', and 61-80 are 8'. Note that even those of the smallest size (or those as small as 1' diameter) are able to deliver normal damage. This is due to the fact that larger puddings simply do not use all of their mouth openings as they are not exposed.

PUDDING, DEADLY

	Brown	Dun	White
FREQUENCY:	Uncommon	Rare	Rare
NO. APPEARING:	1 or 1-4	1 or 1-3	1 or 1-3
ARMOR CLASS:	5	7	8
MOVE:	6"	12"	9"
HIT DICE:	11	8+1	9
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	5-20	4-24	7-28
SPECIAL ATTACKS:	See below for each		
SPECIAL DEFENSES:	See below for each		
MAGIC RESISTANCE:	Standard for all		
INTELLIGENCE:	Non-for all		
ALIGNMENT:	Neutral for all		
SIZE:	S to L (3' d. to 8' d.) for all		
PSIONIC ABILITY:	Nil for all		
Attack/Defense Modes:	Nil for all		
LEVEL/X.P. VALUE:	VIII 1600 + 16/hp	VIII 1000 + 12/hp	VIII 1200 + 12/hp

Each form of deadly pudding is a variety of the better-known black (deadly) pudding. Acid, cold and poison have no effect on deadly puddings. Lightning bolts or blows from weapons divide these monsters into viable creatures of smaller size. Fire causes normal damage, as do magic missile spells. Details of each type are given separately below. See "Black Pudding" for information on movement abilities.

Brown Pudding: This type dwells principally in marsh areas. It has a tougher skin but its attack is less effective than other varieties. Brown puddings do not dissolve metals but do destroy leather or wood in a single round, regardless of any magical pluses.

Dun Pudding: Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates if animal or vegetable matter is unavailable. They dissolve leather as does a brown pudding. Metals are eaten at a rate equal to half that of a black pudding, i.e., chainmail in 2 rounds, plate in 4. In other respects they are like brown puddings.

White Pudding: These cold-dwelling creatures are 50% likely to be mistaken for snow and ice under the best of conditions. They haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable material; even ice provides them with enough nutrition to exist. They do not affect metals but dissolve animal or vegetable materials in a single round, inflicting damage to flesh at an astounding rate. They are subject to attack forms as are all other deadly puddings.

PYROLISK

FREQUENCY: Rare	SPECIAL DEFENSES:
NO. APPEARING: 1-4	Immune to fire
ARMOR CLASS: 6	MAGIC RESISTANCE:
MOVE: 6"/18" (MC: C)	Standard
HIT DICE: 43	INTELLIGENCE: Low
% IN LAIR: 30%	ALIGNMENT: Neutral evil
TREASURE TYPE: D	SIZE: S
NO. OF ATTACKS: 1	PSIONIC ABILITY: Nil
DAMAGE/ATTACKS: 1-4	Attack/Defense Modes: Nil/nil
SPECIAL ATTACKS: Gaze	LEVEL/X.P. VALUE: IV/240 + 5/hp

This monster is nearly identical to the cockatrice (q.v.), except that close inspection will reveal 1 red feather in the tail and a reddish cast to the grey wings. The pyrolisk inhabits temperate to tropical regions, as does its cousin. In addition to its minor beak attack, the creature has a gaze which, if met, causes the victim to erupt in flames from within, killing it instantly if a saving throw vs. petrification fails and doing 2-13 points of damage otherwise. Any creature innately or magically fire-resistant (whether by spell, ring, or other effect) is immune to this gaze attack, and any victim making his or her saving throw is thereafter immune to the gaze of that particular pyrolisk. The creature can, in addition, cause any fire source within 30 feet to explode in fireworks, an effect identical to the druidical *pyrotechnics* spell (q.v.). It does so at will, once per round, for the sheer joy of the flames; the area of effect is 10 times that of the fire source, lasts for a full round, and temporarily blinds all those within it. The pyrolisk is immune to all fire-based attacks, magical and normal. Its mortal enemy is the phoenix, as the latter is also immune to fire and detests Evil.



QUAGGOTH

FREQUENCY: *Rare*
NO. APPEARING: 2–24
ARMOUR CLASS: 6
MOVE: 12"
HIT DICE: 1+2
% IN LAIR: 50%
TREASURE TYPE: A
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1–4/1–4
or by weapon type
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES:
Immune to poison
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: L (7' + tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
Warrior 11/28 + 2 per hit point
Leader 11/50 + 3 per hit point



Little is known of these great white shaggy bipeds. Some say they once formed a warlike cannibal race — their aggressiveness is unquestionable. Any fleeing or threatening party invites certain attack, and even a party which remains motionless within the quaggoths' field of view is 75% likely to be attacked by the creatures.

Quaggoths are usually (70%) unarmed, in which case they fight with two claws for 1–4 hit points of damage each. 30% of quaggoth groups encountered will be armed with either battle-axes or two-handed swords. A particular quaggoth group will always either be unarmed, except for the leader-type, or armed — there will never be a mixture of unarmed and armed creatures in the same group.

With every 12 quaggoths encountered there will be one leader-type with 15 hit points, 3HD and armour class 4. The leader-type will always be armed with a battle-axe or two-handed sword.

Quaggoths are totally immune to poison.

If a quaggoth is reduced to a number of hit points between zero and –5, it will continue to fight in a berserk fashion at +2 hit probability and +2 damage. When it reaches –6 hit points it dies.

Quaggoths have a particular hatred of surface-dwelling elves and have been known to become slaves of the drow in order to assist the latter in their warfare against elves. They speak a halting, primitive form of the common tongue and can only grasp very simple concepts.

QUICKLING

FREQUENCY: Very rare
NO. APPEARING: 4–16
ARMOR CLASS: -3
MOVE: 96"
HIT DICE: 1½
% IN LAIR: 10%
TREASURE TYPE: O,P,Q,X
NO. OF ATTACKS: 3
DAMAGE/ATTACK: As dagger
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES:
See below

MAGIC RESISTANCE: Save as
 19th-level clerics
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic evil
 (neutral)
SIZE: S (2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/200 + 3/hp

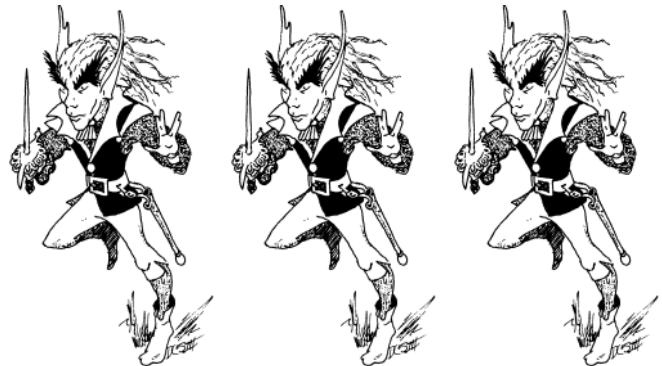
These small, slender, extremely fast-moving creatures are said to be a race of brownies who dabbled in magic and mysteries better left alone. Thus, legend relates, the little folk were changed into evil creatures of great maliciousness towards humans, demihumans, and other little people. They dwell in dark woodlands and wild, evil areas.

In any group of quicklings encountered there will be 1 individual of 3 hit dice strength. If more than 10 quicklings are encountered, then 2 of them will have 3 hit dice and 1 will be a 4½ hit dice leader. Because of their amazing speed, quicklings have an excellent armor class. This speed also allows them 3 attacks per round with their needle-like daggers. Leaders will be 75% likely to have a poison which causes victims to fall into a drugged slumber unless a saving throw vs. poison is successfully made after each hit from these creatures' daggers.

All quicklings are able to use the following spell-like powers once per day, 1 at a time, at will: *ventriloquism*, *forget*, *levitate*, *shatter*, *dig*, and *fire charm*. They are 90% likely to be visible when moving, due to their speed. When motionless in natural cover they are totally invisible. When attacking, quicklings can be seen only as a blur. Thus, their speed and dexterity (18) allow them to save against all attack forms as if they were 19th-level clerics. It is impossible to surprise a quickling.

Quicklings speak their own language and that of brownies, pixies, and halflings. Most can speak many words of Common, although at a high pitch and too quickly to be easily understood.

The quickling race is short-lived because of their accelerated rate of motion. Mature at about 1 or 2 years of age, quicklings die between 12 and 15 years of age.



QUICKWOOD (Spy Tree)

FREQUENCY: Very rare
NO. APPEARING: 1 (90%),
 2–4 (10%)
ARMOR CLASS: 5
MOVE: 1" (3" for roots)
HIT DICE: 5–10 (5 hp/die)
% IN LAIR: 100
TREASURE TYPE: *See below*
NO. OF ATTACKS: Special
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES:
Never surprised
MAGIC RESISTANCE:
See below
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 V/350 + 10/hp

It is said that the quickwood grows only through the magical offices of some great wizard (or possibly druid) who planted a mandragora root after ensorcelling it with mighty spells. Others claim that these weird trees are a natural progression of vegetable life towards a state equivalent to man's. In any case, the quickwood is certainly sentient, unlike most of the vegetation found in the world. This great hardwood tree appears to be an oak, although close inspection will reveal that it has a visage and sensory organs which resemble a distorted human face. It is 90% unlikely that the "face" will be noticed unless the observer is within 30 feet of the quickwood (10 feet if the thing is attempting to conceal its presence by not using its sensory organs). These creatures may be found in any habitat which supports normal oak trees, including the warmer regions where live oaks are found.

As it is very difficult for a quickwood to move its massive trunk, the creature will typically remain still if at all possible. It can, however, send out thick roots that move at 3" per round through the loose top soil. These roots can seize and hold immobile any creature under 1000 pounds of weight. The roots are too strong to be broken, and blunt weapons do not damage them, but an edged weapon may be used to sever one. (Treat roots as large, with 10 hit points each. Note that root damage will not accumulate towards destruction of the quickwood proper.)

The creature will allow only 6 of its roots to be severed before it withdraws the other 7-12 to safety. The quickwood also has numbers of lesser roots which it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure.

The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature is able to see infravisually up to 120 feet. In addition, a mature spy tree is able to cause from 2-8 other normal oaks to serve as its hosts. These trees resemble the quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to 36".

The limbs of the creature are too stiff to serve as offensive members, but a quickwood has a mouthlike opening that can clamp shut for 3-12 points damage. The victim must be touching the trunk or forced into a position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however. The roots themselves do no damage and have a range of 30 yards.

It is possible to use plant effective spells against a quickwood, but most others do not work. The creature is able to perspire, drenching itself in water so fire does not harm it. Lightning is harmlessly channeled off. Poisons and gases do not harm a quickwood. *Disintegrate* will certainly destroy one of these things. However, if under spell attack, a quickwood will use the spell energy to radiate *fear* in a radius equal to 10 feet per level of spell energy. If the spell caster fails to make his or her saving throw, the quickwood has channeled all of the spell energy into *fear*; otherwise, the *fear* is only a side effect of the spell use, and the magic has standard effects. Mind-affecting spells do not affect a quickwood.

Quickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded will be typical of the creature having placed it there. Such items are always stored within the trunk orifice of the quickwood. As a guardian, the creature spies for intruders and upon sighting them will send out a hollow drumming sound which can be heard for a mile or more.

QULLAN

FREQUENCY: *Rare*
NO. APPEARING: 1-6
ARMOUR CLASS: 10
MOVE: 12"
HIT DICE: 2
% IN LAIR: 10%
TREASURE TYPE: *most types in lair but in small quantity (10% of A at most)*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-11
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: L (8' + tall)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: III/73 + 2 per hit point



Qullans are strong, large, seemingly insane humanoids which wear warpaint in a wild variety of clashing colours and sport their battle-scars proudly, often emphasising them with cosmetic paint. They never wear armour, either wandering naked or clad in tiger-skins.

They attack with broadswords which they have honed to an incredible sharpness — a technique so far not emulated by man. These swords hit at +3 hit probability and have a +3 damage bonus (so they inflict 5-11 damage). However, the swords blunt easily — there is a cumulative 20% chance per hit that the sword will be blunted and will revert to normal broadsword properties. They wield these broadswords two-handed (though this confers no advantage).

All members of the qullan race continually radiate *confusion* in a 5' radius. Anyone in melee with them must make a saving throw or be confused, either standing still, attacking the nearest qullan without regard for personal safety or attacking the nearest friend — equal probability. (Roll d6 for effect; 1-2 means stand still; 3-4 means attack qullan; 5-6 means attack friend. Repeat this roll to determine action each round until the victim saves). A victim of *confusion* may attempt to save each melee round he is within the radius of effect, and the effect disappears if he moves outside that radius of effect.

Qullans have never been befriended by human or near-human races; without exception, every encounter has seen the qullans attacking, irrespective of the alignment or size of the party.

Qullans are so totally chaotic that any attempt to force one to do anything it would not normally do causes its inherent powers of *confusion* to 'feed back', resulting in the instant death of the creature (this same reaction occurs whenever a qullan fails to save against any *charm* or *control* type of spell). Thus, no-one has ever been able to learn the methods they use to forge the sharp edges on their swords, nor has anyone been able to induce a qullan to restore the edge to one of their fine broadswords for a non-qullan.

QUIPPER

FREQUENCY: *Very rare*
NO. APPEARING: 5-50 (5% chance of 10-100)
ARMOUR CLASS: 8
MOVE: 9"
HIT DICE: 1-4 hit points
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: S (3' 6" long)
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: 1/5 + 1 per hit point



Quippers are small, vicious fish which usually swim in large shoals. They are dark green in colour and inhabit fresh-water lakes and streams.

The quipper is a rare species of cold-water piranha. If anyone is swimming or wading near a shoal the quippers may (25%) not attack. However if they do attack and score a hit, drawing blood with their sharp teeth and inflicting 1-2 hit points of damage, the entire shoal will go berserk and will inflict double the normal number of attacks per round.

Up to 20 quippers can attack a human-sized victim simultaneously. When determining initial attack, roll first to determine whether or not the attack is made. Then roll percentage dice again, if there is to be an attack, to determine the percentage of the shoal which actually attempts to hit in the first round. Roll attacks for that number of quippers, and if at least one hits, all the shoal will attack in the next round (no more than 20 can actually attempt to hit). If all the quippers attacking in the first round fail to hit, it is only 40% likely that they will pursue their attack the next round.



RAKSHASA

FREQUENCY: *Very rare to rare*
NO. APPEARING: 1-4
ARMOR CLASS: -4
MOVE: 15"
HIT DICE: 7
% IN LAIR: 25%
TREASURE TYPE: F
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very
ALIGNMENT: Lawful evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Known first in India, these evil spirits encased in flesh are spreading. They are fond of a diet of human meat, and as masters of illusion they can easily gain this end. Rakshasas are able to employ ESP and then create the illusion of what those who have encountered them deem friendly. They can then withhold attack until their prey can be taken off-guard. Although capable of using both magic user's spells (up to 3rd level) and cleric's spells (1st level), they are not affected by spells under the 8th level. Rakshasas cannot be harmed by non-magical weapons, magical weapons below + 3 do one-half damage, but hits by crossbow bolts blessed by a cleric kill them. If more than 1 rakshasa is encountered in its lair, the group will be a male and 1 or more females.

RAM, Giant

FREQUENCY: *Rare*
NO. APPEARING: 2-8
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (6' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Giant sheep are found only in hilly or mountainous regions. All full-grown specimens, male or female, will conform to the above statistics. Males (giant rams), however, will charge to attack, delivering a butt of double the damage parameters shown. These animals are not normally aggressive, but if they believe the flock is threatened they will defend it to the death.

A flock will consist of a ram, four ewes, and the balance will be lambs (roll percentile dice to determine size, halving the number rolled and adding it to 50%).

RAM

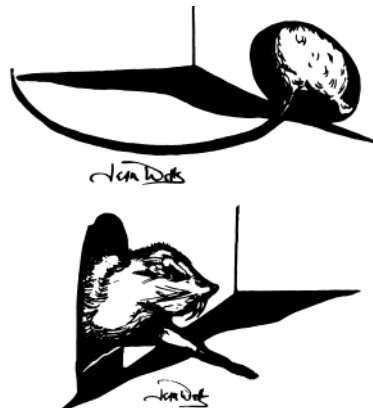
FREQUENCY: Uncommon
NO. APPEARING: 1 or 1-6
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: 11/28 + 2/hp

Rams are found in subarctic to temperate regions. They prefer rocky, hilly grasslands and avoid heavily wooded places. Twenty-five percent of encounters will be with a lone animal; others will be with 1-6, and in addition, there will also be 3-18 ewes and half as many lambs. Rams will attack creatures threatening the herd only if the herd cannot escape by flight. A charge of 20 feet more adds +1 to hit and doubles damage inflicted. Ewes only butt and do not charge. Lambs are noncombatant.

RAT, Giant (Sumatran)

FREQUENCY: Common
NO. APPEARING: 5-50
ARMOR CLASS: 7
MOVE: 12"/6"
HIT DICE: 1-4 Hit points
% IN LAIR: 10%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral (evil)
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Rats of all sorts are common, and the giant Sumatran sort are a plague in many places such as crypts and dungeons. Their burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses.

Any creature bitten by a giant rat has a 5% chance per wound inflicted of contacting a serious disease. If such infection is indicated the victim is diseased unless a saving throw versus poison is successful.

Giant rats will avoid attacking strong parties unless commanded to fight by such creatures as wererats or vampires. They are fearful of fire and flee from it. Giant rats swim quite well, and they can attack in water as well.

RAT

Ordinary Rat

FREQUENCY: Common
NO. APPEARING: 1-100
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 1/4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral (evil)
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: 1/2 + 1/hp



Rats of all sizes and colors are found everywhere from forest wilderness to city sewers. Although cowardly, a trapped or cornered rat will fight ferociously. When starved, rat packs will attack anything alive in order to feed. As is true of giant rats, typical rodents of this sort have a filthy bite with a 5% chance of causing a serious disease unless a save vs. poison indicates otherwise. Normal rats fear fire, but, when driven by hunger, they will sometimes brave it.

Camprat

Climate/Terrain: Temperate barrens and hills
Frequency: Common
Organization: Pack
Active Times: Night
Diet: Omnivore
Intelligence: Animal (1)
Treasure: Nil
Alignment: Neutral
Reaction Modifier: +1

Number Appearing: 11-30
Armor Class: 6
Movement: 15"
Hit Dice: 1-2 hp
THACO: 17
Number of Attacks: 1 bite
Damage per Attack: 1
Special Attacks: Leaping, Gnau at +3
Special Defenses: Nil
Magic Resistance: Nil
Size: Tiny (8" long)
Morale: Shaky (6)
Experience Value: 5 + 1/hp

Camprats are rodents with voracious appetites that belie their small size. They're generally harmless, but their ability to get their teeth into anything edible is aggravating in the extreme to travelers. Camprats have many other names across the continent, most of them unprintable.

Physical Appearance: Camprats are similar in appearance to prairie dogs or small gophers. Their fur is light, sandy brown, shading to dark brown or even black in a streak down their spine. They have a tiny stub of a tail. Their eyes are small and beady, and their front teeth are long and exceedingly sharp. The creatures move very quickly, and can climb just about anything.

Combat: Camprats are timid creatures, and fight only if cornered. If they must fight, however, their razor-sharp front teeth can pierce leather as easily as thin cloth. The creatures would much rather flee than fight—climbing, jumping over, or gnawing through any obstacles. Unlike normal rats, camprats are clean, and so carry no significant risk of disease. Because they can move so swiftly, they're difficult to hit (thus their relatively high armor class).

Habitat/Society: Like rats, camprats live in loosely-bonded packs, with males and females in roughly equal numbers. There is no pack leader and no organization to speak of.

Females mate once every nine months; litters contain 6-8 young, of which two-thirds usually survive. While the female is bearing and raising her young (a period of about 3 months), she stays within her lair (usually a small cave or gap between some rocks, or a hole she's dug for herself). During this time, the male brings food for her and the offspring. When the offspring are mature and leave the lair, the male and female part company.

Camprats are fast-moving, and can make astounding leaps: up to eight feet horizontally and three feet vertically. They can climb any surface that offers the slightest purchase to their tiny claws. Their front teeth grow constantly, and the creatures must gnaw on things to prevent them from growing too long. This gnawing also keeps the teeth sharp. Camprats can chew through thick cloth (for example, a sack) in five seconds, thin leather in 15 seconds, and thick leather in 30 seconds. Even wood presents little problem: they can gnaw through one inch of wood in 60 seconds (soft wood) to 90 seconds (hard wood).

The camprats diet is simple: If it isn't on fire, they'll eat it. They're continuously scavenging, and will go to great lengths to steal food. Typical precautions taken by travelers—storing food overnight in thick leather sacks or hanging it from tree-branches—won't deter camprats, making them a major irritant for people traveling through barrens and hills.

Knowledgeable travelers are often warned of the presence of camprats by dead trees in the area: The creatures gnaw on the bark, frequently to the extent of "banding" and killing the trees. Camprats are irritatingly common in most hills and barrens, including the Hestmark Highlands, the Abbor-Alz and the Kron Hills. In fact, there are tales that a gnomish king of centuries ago dedicated a decade to trying to rid the Kron Hills of camprats (with no success, of course).

Niche: Camprats are pure scavengers, and will eat anything they can find, but they don't hunt. They have reason to be timid: Many large carnivores consider camprats to be delicacies. Ogres love live camprats, and red dragons will often breathe fire into camprat holes, then dig out the cooked appetizers within.



Vapor Rat

FREQUENCY: Rare
NO. APPEARING: 2-16
ARMOR CLASS: 6 (or special)
MOVE: 12"/6" (1")
HIT DICE: 2
% IN LAIR: 30%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 1-2 hp
SPECIAL ATTACKS:
 Stinking cloud

SPECIAL DEFENSES:
 Gaseous form
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic (neutral)
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 11/52 + 2/hp

Vapor rats appear to be nothing more than large, gray giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands which frequently serve as the abode of cloud giants.

It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In normal solid state, vapor rats move very quickly and rapidly, are able to swim well, and are capable of burrowing rapidly through loose soil or the material of cloud islands. In their vaporous condition, they are able to direct their movement much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky.

Vapor rats are omnivorous, loving garbage and carrion, which is typical of all rats. While they do not seek treasure, there is a possibility that the remains of their meals will contain some items of value. If discovered in their lair, there is a 25% chance for each of the following treasure types to be there: J (1-4), K (1-4), L (1-4), M (1-4), N (1-2), C-type for gems, jewelry, and magic. If angry, hungry, or cornered, vapor rats will attack by scurrying in and delivering sharp bites. Whenever one is killed or seriously wounded, it gives off a small puff of noxious fumes. This gaseous release is the equivalent of a *stinking cloud* spell (q.v.), but it will affect only 1 individual if within 5-8 feet of the vapor rat. The rat always directs its release at its opponent, and the gas dissipates beyond the maximum distance shown above. Thus, while it is safe to slay these monsters from a distance, they are particularly dangerous in close proximity.

Wounded or seriously threatened vapor rats will always assume gaseous form. In such state, they can only be harmed by attack forms which cause their vapors to be destroyed. Such attack forms include very hot or magical fire, lightning, and exceptionally strong winds.

RAVEN (Crow)

	Ordinary	Huge	Giant
FREQUENCY:	Common	Rare	Rare
NO. APPEARING:	4-36	2-8	4-16
ARMOR CLASS:	7	6	4
MOVE:	1"/36"	1"/27"	3"/18"
HIT DICE:	1/4	1-1	3+2
% IN LAIR:	25%	15%	10%
TREASURE TYPE:	See below	See below	See below
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1-2	3-6
SPECIAL ATTACKS:	See below	See below	Nil
SPECIAL DEFENSES:	See below	See below	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Animal	Semi+	Low+
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
SIZE:	S (2'-4' wingspread)	M (4'-6' wingspread)	M-L (6'-10' wingspread)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	I/Nil	II/30+1/hp	III/60+4

Ravens (or rooks) and crows are found from cold-temperate to tropical climes. They are principally scavengers, but, being omnivorous, they will raid crops, nests, or unattended caches of food. All birds of this type travel in flocks, although a few might be encountered seemingly alone; these are scouts. As soon as any approaching creature which could threaten the flock is seen or detected, the scout or scouts will give warning cries, screen themselves, and maintain a safe distance while keeping track of the creatures and reporting events to the flock by means of raucous calls and, possibly, movements as well. Thus, ravens or crows can never be surprised during lighted conditions. Because of their intelligence, these birds are 10% likely to attack an opponent's eye. In other words, whenever a to-hit roll indicates a hit, there is a 1 in 10 chance of eye attack and resultant loss of the organ.

Ravens and crows have their own, limited language. Certain ravens, including some huge and most giant specimens, can speak as many as 100 words of the common tongue and can communicate in meaningful phrases. Huge ravens tend towards a malicious disposition and are known to serve evil masters when opportunity permits. All birds of this sort love objects which glitter and shine. Thus, they are 25% likely to have several small metal objects, gems, and the like in their nests. Giant ravens are both pugnacious and easily trained (if raised from fledglings), and so are often used as guards and messengers. In their nests, there may be Type Q treasure (a 1 in 6 chance per nest, base gem value 10 gp).



RAY

	Manta	Pungi	Sting
FREQUENCY:	Uncommon	Rare	Common
NO. APPEARING:	1	1-3	1-3
ARMOR CLASS:	6	7	7
MOVE:	18"	12"	9"
HIT DICE:	8-11	4	1
% IN LAIR:	0%	0%	0%
TREASURE TYPE:	J-N (X 10), Q (X 5), X	Nil	Nil
NO. OF ATTACKS:	1 and 1	1 to 12	1
DAMAGE/ATTACK:	3-12/2-20	1-4 each	1-3
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	L	L	S
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

Manta Ray: These huge creatures "fly" through the warm ocean waters searching for prey. Small specimens have a tip-to-tip spread of 32', while the largest grow to some 44' across. They often rest on the floor of the sea, their coloration blending with the bottom, waiting for a victim to pass. The manta ray then attacks. It has a huge maw — the mouth size equal to one-quarter of its width — which can totally engulf most non-giant creatures in a single gulp. If the manta scores 10% (2 numbers) over its required "to hit" score, it has swallowed such prey as will fit in its mouth. Any creature swallowed will be dead in 6 melee rounds. The creature may attack the manta ray from inside, its armor class remains the same, and hits are at a cumulative -1 per melee round with regard to damage, i.e. -6 in the last melee round the swallowed creature can attack before being dead. In addition to its bite, the manta ray has a powerful tail spine. This weapon inflicts 2-20 points of damage upon any creature it strikes, and if the victim fails to make a saving throw against paralyzation it is stunned for 2-8 melee rounds from the force of the blow. The manta ray will strike with its tail spine only in situations where it is seriously threatened and the opponent to be struck must be at the rear quarter of the ray. The manta ray's stomach is the repository of indigestible items — such as the treasure types indicated.

Pungi Ray: Another of the tropical rays, the pungi is found only in relatively shallow bottoms. The creatures conceal themselves in the sand, with their terrible back spines protruding. These spines are greenish or brown, resembling plant growth so closely as to be 90% indistinguishable from normal seaweed. Pungi rays are some 15' across and 6' or so long. Their back spines are in an area of 3' by 4', with an average of 1 such spine per square foot, or 12 spines altogether. The spines vary from 1' to 2' in length. Any creature landing on a spine must save versus poison or be killed instantly. A footstep upon a pungi ray will equal 1 attack; if a human fell across a pungi ray he would suffer from 2-8 spine attacks. If a pungi ray is attacked it will try to escape by flight.

Sting Ray: These rays are seemingly harmless bottom feeders found in shallow tropical waters. However, they cover themselves with sand and are 90% invisible. If any creature steps upon them they lash up with their tail spine, inflicting 1-3 points of damage when they hit. Also, any such hit necessitates a saving throw versus poison, and if the victim fails its saving throw it is paralyzed for 5-20 turns and takes a like number of hit points of additional damage.

REMORHAZ

FREQUENCY:	Very rare
NO. APPEARING:	1
ARMOR CLASS:	Overall 0, head 2, underside 4
MOVE:	12"
HIT DICE:	7-14
% IN LAIR:	20%
TREASURE TYPE:	F
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	6-36
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
INTELLIGENCE:	Animal
ALIGNMENT:	Neutral
SIZE:	L (21' to 42' long)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil



Remorhaz, sometimes known as polar worms, inhabit only the chill wastes. They are very aggressive predators. If encountered in its lair, a remorhaz is 25% likely to have a mate and 1-2 eggs there. The size of one of these creatures is determined by its hit dice: a 7 dice remorhaz is 21' long, an 8 dice creature 24' long, etc. Remorhaz eggs are valued at 5,000 gold pieces each.

In combat the remorhaz beats its small wings and rears the front quarter of its body. It then snaps itself forward, striking with blinding speed, and the largest-sized specimens are able to swallow prey whole in this manner. Any victim swallowed in this manner is instantly killed due to the intense heat in the monster's digestive system. Prey is swallowed whole on a score of 20. When aroused, the remorhaz secretes substances internally which cause its intestines to become very hot, and its back protrusions actually glow cherry-red with the excess heat. Any non-magical weapon striking the back of a remorhaz will melt from the heat, and any creature touched by these surfaces suffers 10-100 points of damage.

Description: The remorhaz has ice blue coloration everywhere except along its back where a streak of white sets off the large protrusions there. The creature's multi-faceted eyes are white.

RETCH PLANT

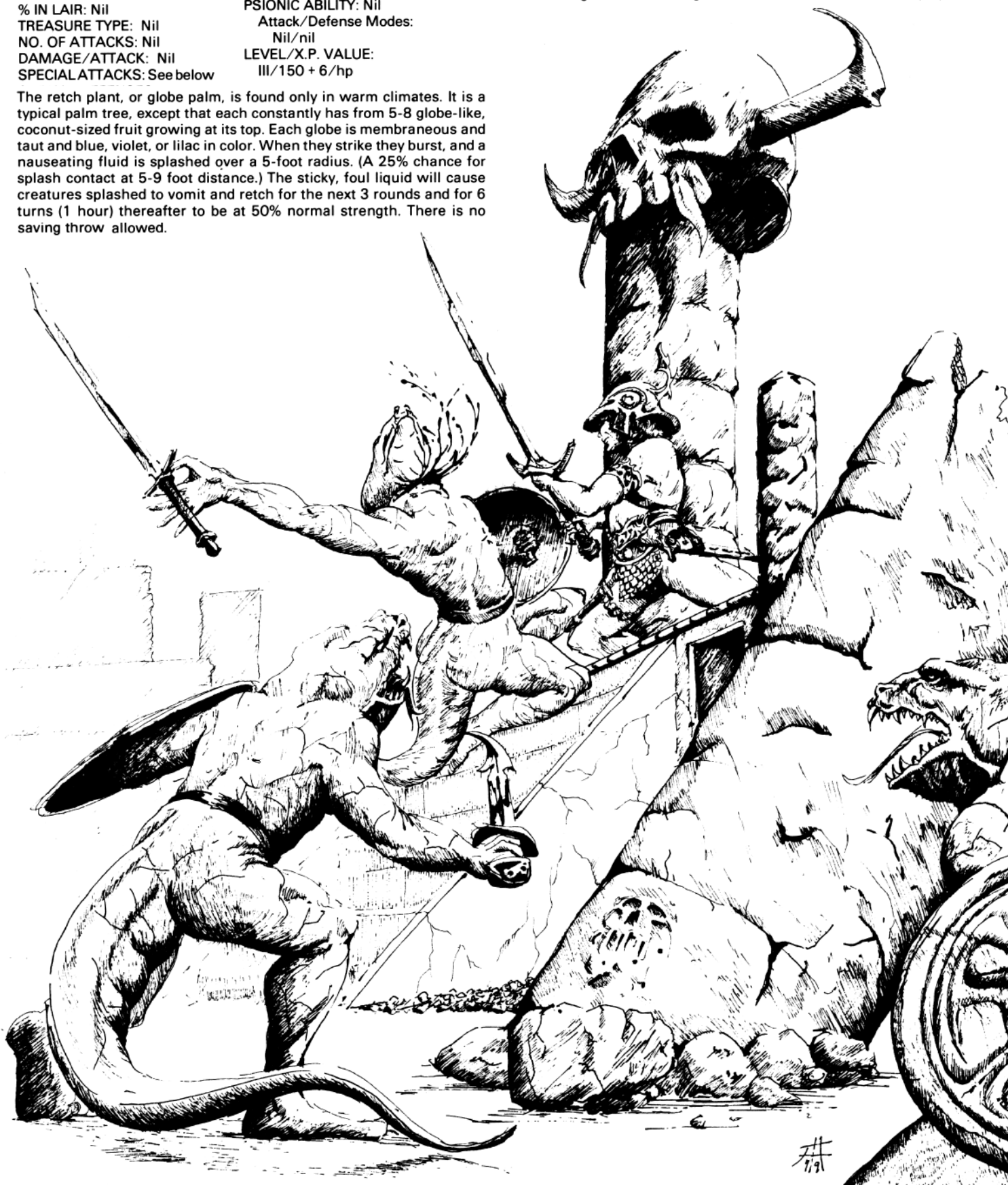
FREQUENCY: Rare
 NO. APPEARING: 2-20
 ARMOR CLASS: 8
 MOVE: Nil
 HIT DICE: 5-8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below

SPECIAL DEFENSES:

See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (16'-24' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/150 + 6/hp

The retch plant, or globe palm, is found only in warm climates. It is a typical palm tree, except that each constantly has from 5-8 globe-like, coconut-sized fruit growing at its top. Each globe is membraneous and taut and blue, violet, or lilac in color. When they strike they burst, and a nauseating fluid is splashed over a 5-foot radius. (A 25% chance for splash contact at 5-9 foot distance.) The sticky, foul liquid will cause creatures splashed to vomit and retch for the next 3 rounds and for 6 turns (1 hour) thereafter to be at 50% normal strength. There is no saving throw allowed.

Creatures splashed must be washed in alcohol (wine, beer, brandy, etc., will do) or be much more likely to attract carnivores in the area at double the normal frequency of checks, with double probabilities of encounter. The odor is discernible within a 50-foot radius. It persists for 1-4 hours. Walking under a retch plant makes it 20% likely that one of its globes will fall. If there is solid contact with a tree trunk—such as banging against, running into, or climbing it—2-5 of the noisome fruit will plop down.



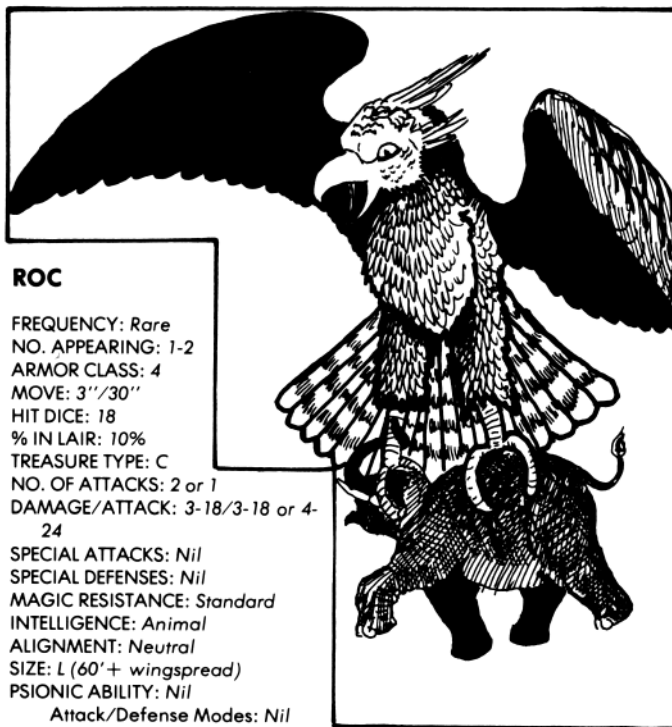
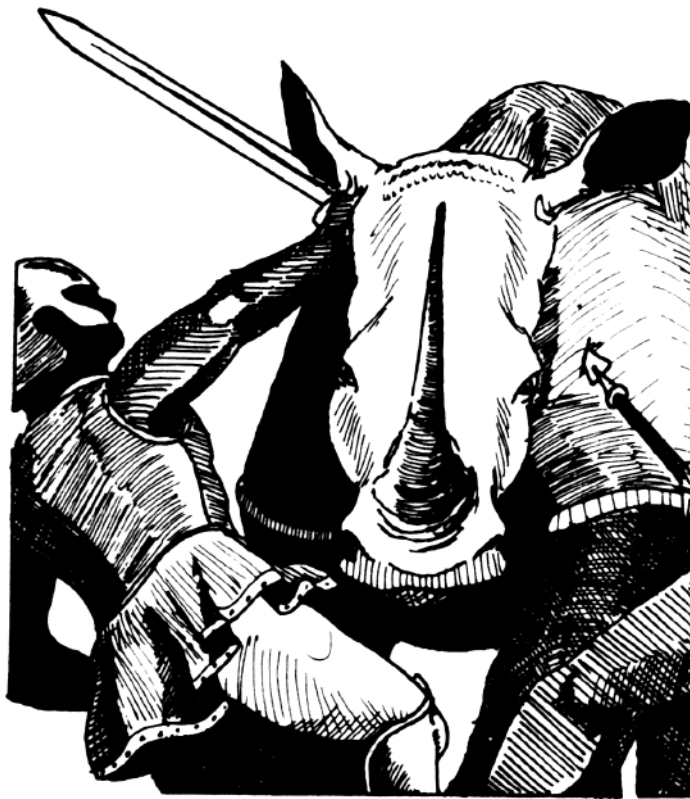
RHINOCEROS

	Rhinoceros	Woolly Rhinoceros
FREQUENCY:	Common	Common
NO. APPEARING:	1-6	1-4
ARMOR CLASS:	6	5
MOVE:	12"	12"
HIT DICE:	8-9	10
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8/2-12	2-12
SPECIAL ATTACKS:	Charge	Charge
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Rhinoceroses are aggressive herbivores, by and large. A few types are less aggressive and will run away if they feel threatened, but most will charge. They have poor eyesight but keen senses of hearing and smell. If more than one-half the possible number are encountered, 1 or 2 will be young (from 30% to 60% mature).

Single horned rhinoceroses do 2-8 hit points of damage and have 8 hit dice. Two-horned rhinos have 9 hit dice and do more damage when they hit (2-12 points). A charging rhino does double damage. They will trample any opponent which is low enough for this action. Trampling inflicts 2-8 hit points of damage for each forefoot which hits.

Woolly Rhinoceros: A large, very aggressive species of rhinoceros which roams the cold temperate and subarctic regions of the Pleistocene epoch, the woolly rhino conforms to the characteristics of its modern relatives.



ROC

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 4
 MOVE: 3"/30"
 HIT DICE: 18
 % IN LAIR: 10%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2 or 1
 DAMAGE/ATTACK: 3-18/3-18 or 4-24
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L (60' + wingspread)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Rocs are huge birds somewhat resembling eagles. They inhabit the highest mountains in warm regions. They prey upon large creatures such as cattle, horses, and elephants. The roc swoops down upon prey, seizes it in its powerful talons, and carries it off to its lair. If the creature resists, the roc will strike it with its beak, inflicting 4-24 points of damage per hit.

The lair of a roc will be a vast nest of trees, branches, and the like. There its treasure will be strewn about, for the creature does not value such . . . it is the residue of its victims.

Rocs are occasionally tamed and used by giants.

ROCK REPTILE

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 3
 MOVE: 6"
 HIT DICE: 5+1 hp/1 foot of length
 % IN LAIR: 30%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACKS: 1-4 +1 point/foot of length
 SPECIAL ATTACK: Surprises on 1-3
 SPECIAL DEFENSES: Chameleon powers
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M-L (5'-12' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE:
 M = $V/400 + 7/hp$
 L = $VI/600 + 9/hp$



This weird lizard has a lumpy, warty hide and chameleon-like powers. It can thus lie in wait in rocky areas, appearing to be nothing more than a pile of rubble or rocks. The rock reptile favors darkness but will occasionally venture out in daylight if it is sufficiently hungry. Its initial rush is at twice normal speed, thus surprising prey on a 3 in 6 basis. As it drags some prey to its lair, there might be bits of treasure therein—25% each for types J, K, L, and M, and also types Q, S x 1/4, and T x 1/2. If 2 of the monsters are encountered, they have double metal and gems only.

ROPER

FREQUENCY: *Rare*
NO. APPEARING: 1-3
ARMOR CLASS: 0
MOVE: 3"
HIT DICE: 10-12
% IN LAIR: 90%
TREASURE TYPE: *See below*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-20
SPECIAL ATTACKS: 6
 poisonous strands
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 80%
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Chaotic evil*
SIZE: L
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: Nil



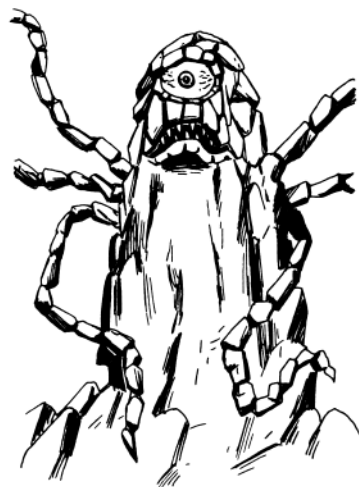
Ropers inhabit subterranean caverns. They prey upon all forms of creatures, but humans are their favorite form of food. These monsters can stand upright in order to resemble a pillar or stalagmite or flatten themselves at full length upon the floor so as to look like nothing more than a hump. The roper has a gizzard-like organ which holds 3-18 platinum pieces and can contain 5-20 gems (35% chance).

The roper has six strands of strong, sticky rope-like excretion which it can shoot from 2'-5". A hit causes weakness (50% from strength in 1-3 melee rounds), and the roper then draws its prey into its toothy maw where it is quickly devoured. The chance for breaking a strand is the same for opening a door, but every round the roper will drag the victim 10' closer. They are unaffected by lightning, take half damage at most from cold, but are very susceptible to fire (-4 on saving throw).

Description: This yellowish gray monster appears to be a mass of foul, festering corruption. The roper is cigar-shaped, about 9' long, with a diameter of some 3'.

STOROPER

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 1"
HIT DICE: 6
% IN LAIR: 90%
TREASURE TYPE: M, N, Qx2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: 6;
 see below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic evil*
SIZE: M
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/500 + 6/hp



The storoper (from "stone roper," also called "tar roper") is about 5 feet high and 2 feet in diameter and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and it weighs about 500 pounds. The storoper has a silicon-based, rock-like body. It can sense movement up to 200 feet away and will become perfectly still, resembling a statue.

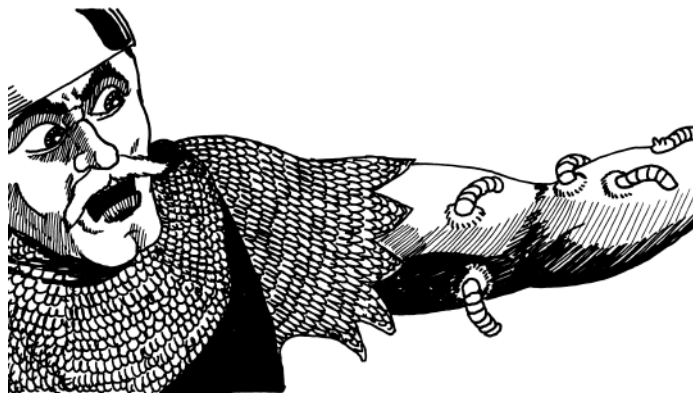
If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first 2 victims successfully attacked will be injected with the storoper's venom (through the tentacles—no saving throw). The victims will be immobilized; in fact, they will appear to have turned to stone! One round after the "petrification," the victims will recover, but they are now drugged and will fight to aid the storoper to the best of their ability! If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off. This takes 10 turns. The storoper can inject victims only twice per day; thereafter its attacks are similar to those of a normal roper. Each hit by a tentacle causes weakness (50% loss of strength in 1-3 rounds), and during each round the victim (or victims) is dragged 10 feet closer to its maw. The chance to break these strong tentacles is double the character's chance to bend bars or lift gates (for example, a character with a strength of 15 has a 14% chance).

Because of their stony exteriors, normal missile fire will not injure storopers, but magic missiles and normal or magical hand-held weapons will. All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel or an iron spike. Inside its gizzard may be found a few coins and possibly a small number of gems as well.

ROT GRUB

FREQUENCY: *Rare*
NO. APPEARING: 5-20
ARMOR CLASS: 9
MOVE: 1"
HIT DICE: 1 *Hit point*
% IN LAIR: 0%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 0
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: Nil

Rot grubs are occasionally found in heaps of offal or dung. They are rarely found in ceilings, walls, or floors. These small creatures will viciously burrow into any living flesh which touches them, for they greatly enjoy such fare to dine upon. The victim must immediately apply flame to the wound (1-6 hit points damage per application) or have a *cure disease* spell cast upon him. Otherwise, the rot grubs will burrow to the heart and kill their host in 1-3 turns.



ROTHÉ

FREQUENCY: *Uncommon*
 NO. APPEARING: 2–20
 ARMOUR CLASS: 7
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 40%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1–3/1–3/
 1–8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *M* (4' high)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/20 + 2 per hit point

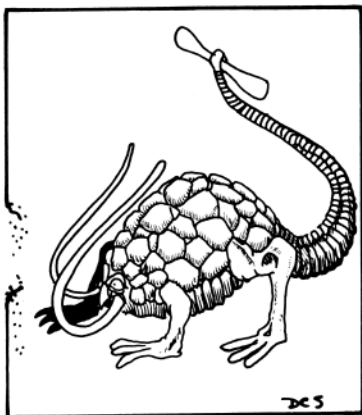


Rothe are small ox-like creatures with a mass of long black hair. They attack with two horns (1–3 hit points of damage each) and a bite (1–8 hit points of damage).

They are shy creatures with an aversion to bright light; they will generally make their lairs underground, near a lake or river where there is a good supply of lichen and moss to eat.

RUST MONSTER

FREQUENCY: *Uncommon*
 NO. APPEARING: 1–2
 ARMOR CLASS: 2
 MOVE: 18"
 HIT DICE: 5
 % IN LAIR: 10%
 TREASURE TYPE: *Q* (× 10)
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Rust monsters inhabit only dark subterranean places. They roam such places in search of their food — metals of all sorts, but principally ferrous based metals such as iron, steel, and steel alloys (such as mithral and adamantite arms and armor). If the rust monster touches the metal with its two antennae (roll "to hit" die) it rusts or corrodes the metal. Note that magically endowed items gain a saving throw, a 10% chance of not being affected for each plus, i.e. a +2 weapon or armor gains a 20% chance of being saved. Metal affected rusts or corrodes and immediately falls to pieces (which are easily eaten and digested by the creature). Weapons striking a rust monster are affected just as if the creature's antennae had touched them. Rust monsters can smell metal at 9" distance. They will stop for a melee round to devour such items as a handful of iron spikes or a mace if a fleeing party throws them away, but they will go after ferrous metal in preference to copper, silver, etc.



SAHUAGIN

FREQUENCY: *Uncommon*
 NO. APPEARING: 20-80
 ARMOR CLASS: 5
 MOVE: 12"/24"
 HIT DICE: 2 + 2
 % IN LAIR: 25%
 TREASURE TYPE: *Individuals N; I, O, P, Q (X 10), X, Y in lair*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 ALIGNMENT: *Lawful evil*
 SIZE: *M (some L)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The sahuagin, sometimes referred to as "seadevils" or "devil men of the deep," dwell in warm salt waters at depths of 100' to 1,500'. The legends about and history of these monsters will be dealt with later. Sahuagin are predatory in the extreme, and they pose a constant threat to all living things because they kill for sport and pleasure as well as for food. These creatures abhor fresh water. They dislike light, and bright light (such as that created by a light spell) is harmful to their eyes, as will be discussed hereafter. Sahuagin will venture ashore on dark, moonless nights to raid and plunder human villages. They hate even the evil *ixitxachtli* (q.v.) and only sharks are befriended by them.

The social structure of the sahuagin is based upon rule by a king who holds court in a vast undersea city deep beneath the waves. This overlord's domain is divided into 9 provinces, each ruled by a prince. Each of these nobles controls the small groups of sahuagin dwelling in his fief. This organization mirrors that of the planes of Hell, for the sahuagin are devil worshippers.

A band of sahuagin will always be led by a chieftain. He will have 1 lieutenant for every 10 members of the group. The chieftain will have 4 hit dice +4 hit points, and his lieutenants will each have 3 hit dice +3 hit points. All are in addition to the group.

If sahuagin are encountered in their lair there will be the following additional sahuagin:

- 1 baron (6 hit dice +6 hit points)
- 9 guards (3 hit dice +3 hit points)
- 30 — 120 females (2 hit dice)
- 10-40 hatchlings (1 hit die)
- 20 — 80 eggs

Also, there is a 10% chance per 10 male sahuagin that there will be a cleric (evil) and 1-4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a cleric is with the group in the lair, she will be of 5th to 8th level ability, and her lesser clerics will be 3rd or 4th level.

There are always 2-8 sharks with sahuagin in their lair. Sahuagin are able to make these monsters obey simple one or two word commands.

Whenever a sahuagin lair is encountered there is a 5% chance that it will be the stronghold of a prince. The prince will have 8 hit dice +8 hit points, 9 guards of chieftain strength, and there will be 1 — 8th level sahuagin evil high priestess and 4 — 4th level underclerics. The numbers of males, females, hatchlings and eggs in a prince's lair is double the number rolled. There will be 4-24 sharks present at all times.

Sahuagin lairs are actual villages or towns, constructed of stone. The buildings are domed, and the seaweed and similar marine plants growing around and on these buildings make them hard to detect.

Although these creatures do not wear armor, their scaly hides are very tough and equal to armor class 5. Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

spear & dagger	30%
trident, net & dagger	50%
heavy crossbow & dagger	20%

Spears are used only as thrusting weapons. Nets are set with dozens of hooks which make escape from one virtually impossible for unarmored victims or creatures not able to grasp and tear with a strength of 16 or greater. Nets are replaced by 3 javelins when the band forays onto land. The crossbows fire a maximum of 30' underwater, normally above water. Nets are used to entrap victims. Tridents have three uses: to spear small prey, to pin prey trapped in nets, and to hold threatening opponents at bay.

Sahuagin are well-equipped to attack even without weapons, for they have long, sharp claws on their webbed hands which can inflict 1-2 hit points per attack, and they can use both simultaneously. Their powerful rear legs are likewise taloned, and if they kick an opponent with them they inflict 1-4 hit points damage with each hit from either foot. The sahuagin's mouth is filled with teeth and fangs, and if one successfully bites an opponent, from 1-4 points of damage will be inflicted. Thus it is possible for an unarmed sahuagin to attack 3 or 5 times in a melee round causing 1-2/1-2/1-4 and 1-4/1-4 if the legs can rake.

The eyes and ears of these monsters are particularly keen. Sahuagin can see 30' underwater at 100' depth. For each 100' of greater depth, their vision is reduced 1", i.e. at 500 they can see 26", at 1,000 they can see 21". Their ears are so sharp as to be able to detect the clinking of metal at 1 mile, or a boat oar splashing at the same distance. However, at 24" or less their ears cannot detect the sounds of swimming or similar noise, although the sahuagin can still hear metallic or other clanks, clicks, thuds, etc.

Sahuagin speak their own tongue, and some are evidently able to converse with the *ixitxachtli* in their own language.

Description: A typical sahuagin is blackish green on the back shading to green on the belly. The fins are black. The great staring eyes are deep, shining black. About 1 in 216 sahuagin is a mutation with 4 arms which are completely usable. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are light colored, but they darken and attain full growth approximately 1-2 months after hatching.

History and Legend: The sahuagin are chronicled because of their evil, having time and again raided the land, desolating whole coasts, and, of course, destroying passing ships continually. The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful of lawful evil gods in order to preserve them when the deluge came upon the earth. The tritons, however, are purported to have stated that sahuagin are distantly related to the sea elves, claiming that the drow spawned the sahuagin.

Few persons have survived capture by the sahuagin, for prisoners are usually imprisoned, tortured, and eaten. Creatures taken alive are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to 4 hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin will set aside a few prisoners to torture and provide sport — typically a fight to the death between two different creatures in an arena. The bulk of captives are simply killed and eaten. It is seldom that any prisoner escapes, although the sahuagin find sport in allowing captives to think that they have found freedom, only to be encircled by sadistic guards while a school of sharks come for the kill.

The sahuagin are cruel and brutal, the strongest always bullying the weaker. Any injured, disabled, or infirm specimen will be slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion. This strict law has developed a strong race, however, and any leader is always subject to challenge. Sahuagin never stop growing, although they grow slowly, and death comes to most before many years allow growth to large size. Leaders are the largest and strongest. It is reported that the 9 princes of the sahuagin are each of the 4-armed sort, as is the king. In any event, the loser of a challenge duel is always slain — in combat or afterwards. Duels are fought without weapons, only fang and claw being permitted.

The king is supposed to inhabit a city somewhere at the greatest depth sahuagin can exist. This place is supposedly built in an undersea canyon, with palaces and dwellings built along either face. There, fully 5,000 of these monsters dwell, not counting the king's retinue of queens, concubines, nobles, guards, etc. said to number 1,000 or more. The king of the sahuagin is reported as huge of size (10 hit dice +10 hit points) and of greatest evil. He is always accompanied by 9 noble guards (6 hit dice +6) and the evil high priestess of all sahuagin, with her train of 9 under-clerics.

SALAMANDER

FREQUENCY: Rare
NO. APPEARING: 2-5
ARMOR CLASS: 5/3
MOVE: 9"
HIT DICE: 7 + 7
% IN LAIR: 75%
TREASURE TYPE: F
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon
 type/2-12
SPECIAL ATTACKS: Heat
SPECIAL DEFENSES: +1 or better
 weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Salamanders are creatures of the elemental plane of fire. They come to the material plane occasionally for purposes known only to them. Salamanders hate cold, preferring temperatures of 300 degrees upwards, and they can abide lower temperatures only for a few hours. Their lair is typically at least 500 degrees temperature, and such treasure as is found there will be the sort to survive such heat.

The human-like upper body of a salamander has an armor class of 5, while the lower body is armor class 3.

A salamander typically attacks with a metal spear which inflicts damage of 1-6 hit points plus a like amount for its heat. At the same time it can lash out and coil around an opponent with its snake-like tail, constricting for 2-12 hit points damage plus causing an additional 1-6 points of damage from the heat of its body. While fire resistant creatures will not suffer heat damage, they will be subject to normal attack damage.

Salamanders can be affected only by magical weaponry or by creatures of a magical nature or with great strength. They are impervious to all fire-based attacks. *Sleep*, *charm*, and *hold* spells are ineffective against them. Cold based attacks cause an additional 1 point of damage per die of attack value.

Description: The head and torso of a salamander is copper-colored, with yellow, glowing eyes. The lower body is an orange shading to dull red at the tail end.

SANDLING

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 12"(6")
HIT DICE: 4
% IN LAIR: 65%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 2-16
SPECIAL DEFENSES: Immune
 to *sleep*, *hold*, *charm* and
 other mind influencing spells
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/85 + 4/hp

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial and will attack any creatures that trespass in their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the armor class of 3). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a *slow* spell and the

sandling will strike for only one-half damage (1-8).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the Elemental Plane of Earth. A sandling grows until it reaches full size (10 feet in diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2 inches in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than 1/2 foot in diameter. When one grows above this size, the parent sandling perceives it as a threat and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can). A group of sandling infants grouped together form an uneven surface and may trip an unwary creature.

Sandlings sense heat, sound and moisture. They dislike wetness and will burrow underground to avoid rain or water unless already defending their territories. There have been reports of huge sandlings 3 times as large as normal adults, but these reports have not been substantiated. Sandlings are always the same temperature as their surroundings and thus are invisible to infravision.

SANDMAN

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOUR CLASS: 3
MOVE: 9"
HIT DICE: 4
% IN LAIR: 20%
TREASURE TYPE:
 100-2,000 gold pieces
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: *Sleep*
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average
ALIGNMENT: Neutral (with
 evil tendencies)
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
 IV/215 + 4 per hit point



The sandman's name describes it exactly — a man-like biped made entirely of sand, held together by some form of magical cohesion. Clearly, these are creatures from another plane, but what their purposes are on the *Prime Material Plane*, none can say.

Any character or monster coming within 20' of the sandman must save against magic or go to *sleep*, irrespective of experience level. Those who manage to stay awake must attempt to save again each time they touch the sandman or are touched by it (a hit on the sandman with a weapon does not constitute a 'touch').

Once the sandman has put a victim to sleep it will take no further action against him, leaving him to doze, though if the encounter took place in its lair it will eject the sleeper first.

Sandmen automatically attack humans and need never check morale.

Sleepers will remain asleep for 3 full turns whatever happens. Thereafter, there is a cumulative 10% chance per turn of a sleeper waking of his own accord, and a 95% chance per round of him waking if violently disturbed.

Sandmen have the natural ability of *protection from normal missiles*.

SATYR

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-8
 ARMOR CLASS: 5
 MOVE: 18"
 HIT DICE: 5
 % IN LAIR: 40%
 TREASURE TYPE: I, S, X
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: Very
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Satyrs (or fauns) inhabit only sylvan woodlands. They are interested primarily only in sport — frolicking, piping, chasing wood nymphs, etc. They resent intrusion, however, and will drive away any creature which offends them. They can sometimes be lured/bribed with superior wine.

A satyr normally attacks by butting with its two sharp horns. They will occasionally (20%) make use of magical weapons. It is quite likely that a satyr will first play a tune on his pipes, an instrument only a satyr can properly employ. By means of these pipes the satyr can *charm*, *sleep*, or *cause fear* in all within a 6" hearing radius unless they save versus magic.

Only 1 satyr per band is likely to have pipes. If comely females are in the group the piping will be to *charm*, if the intruder is relatively inoffensive the piping will be to *sleep* (and choice items will be stolen from the sleeper), but if the party is powerful the piping will be to *cause fear*. Any creature which saves versus any form of piping is not affected by additional music from the same pipes.

Satyrs are very silent and have keen senses. They are surprised only on a 1, and they can blend with foliage so as to be 90% undetectable to creatures not able to see hidden or invisible things.

These creatures have their own tongue and are also able to speak elvish (understandable only to sylvan elves) and the common speech. Satyrs dwelling near centaurs are 80% likely to be friendly with the latter, cooperating with them and speaking their language.

Description: The skin of the upper body of a satyr is tan to light brown, its hair elsewhere being medium brown, reddish brown, or dark brown. Horns and hooves are black.

SCARECROW

FREQUENCY: *Very rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6 *plus special*
 SPECIAL ATTACKS: *Charm*
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Evil (lawful, neutral or chaotic)*
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 IV/165+5 per hit point



Enchanted versions of regular scarecrows, these creatures are created from a variety of materials — wooden bodies and limbs, turnip heads for instance — and will vary in appearance. They will always, however, appear evil and of malign intent. To create a scarecrow, either a special *manual* must be used or a high-level evil cleric must employ *animate object*, *quest*, *prayer* and *command*. Construction of a scarecrow requires 3 weeks but the cost of materials is only 1 gold piece per hit point. The scarecrow will obey its creator's simple instructions, following orders literally so long as they require no interpretation on its part.

Meeting the glance of the scarecrow causes any intelligent creature to become *charmed* unless they make their saving throw against magic. The touch of the scarecrow, which requires a successful 'to hit' roll and also does 1-6 hit points of damage, has the identical effect.

The effect of the *charm* is one of fascination, rather than the obedience of instructions. The victim will stand and gape, rooted to the spot — as if under the influence of a *hold person* spell — allowing the monster to strike freely at him, again and again. If the scarecrow is killed, or leaves the area, all victims recover immediately from their *charm*.

SCREAMING DEVILKIN

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOUR CLASS: 2
 MOVE: 12"
 HIT DICE: 3
 % IN LAIR: 20%
 TREASURE TYPE: M
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Scream*
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Lawful evil*
 SIZE: S (3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 III/90+3 per hit point



This small creature resembles the mephits in physical appearance, though as far as is known it is solely a resident of the *Prime Material Plane* and has no allegiance to demons or (beyond its alignment) to devils. It is 3' tall — rather smaller than the mephits — and has a muscular barbed tail about 2½' long. Its leathery wings have a 5' span and provide its only means of movement, its legs and arms being disproportionately small and useless for movement or combat. For purposes of aerial combat, it is manoeuvrability class D.

It always attacks and never willingly breaks off a fight, striking with its tail, with its cruel barbs, for 1-6 hit points of damage. It also has a painful howling scream which it sets up continuously in the presence of other beings. Nothing can stop this screaming other than the slaying of the beast or magically-induced *silence*. Conversation — even shouting — is inaudible through it, and those who do not have their ears well plugged must attempt a saving throw each melee round they are within 60' of the creature. If the throw is not successful, the victim cannot attack or cast or control spells, though he may defend. Only one saving throw is required each round, no matter how many of these screaming devilkins are within range.

Note that, even if a person makes his save in one round, he must attempt it again in the next if he is to take any action.

If a magic-user or cleric or other spell-caster makes his save, he may cast a spell containing a verbal component in that round, even though the words may be inaudible because of the screaming.

SCORPION

	Large	Huge
FREQUENCY:	Common	Uncommon
NO. APPEARING:	1-6	1-4
ARMOR CLASS:	5	4
MOVE:	9"	12"
HIT DICE:	2+2	4+4
% IN LAIR:	25%	25%
TREASURE TYPE:	D	D
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/1	1-8/1-8/1-3
SPECIAL ATTACKS:	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	S	M
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/90 + 3/hp	IV/165 + 5/hp

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Each attacks with pincers and tail stinger. If struck by the stinger, the victim must save vs. poison or be instantly killed. However, the poison of the large scorpion is weaker than normal (+2 on saving throw).



SCORPION, Giant

FREQUENCY:	Uncommon
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVE:	15"
HIT DICE:	5 + 5
% IN LAIR:	50%
TREASURE TYPE:	D
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/1-4
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil

Giant scorpions are vicious predators which are likely to be found even in relatively cold places such as dungeons due to the adaptability of these mutations. They are likely to attack any creature which approaches. The monster seeks to grab prey with its huge pincers while its segmented tail lashes forward to sting its victim to death with poison. This latter attack inflicts 1-4 points of damage per hit and, if a poison saving throw fails, the victim dies immediately. The giant scorpion can fight up to 3 opponents at once. Note that the scorpion's poison kills it if it accidentally stings itself. Creatures killed are dragged to the scorpion's lair to be eaten.

SCUM CREEPER

FREQUENCY:	Uncommon
NO. APPEARING:	2-24
ARMOR CLASS:	8
MOVE:	3"
HIT DICE:	1 (2-8 hp)
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil (1)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	S (1/2' dia., 1' length)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	I/14 + 1/hp

Scum creepers are small, slug-like things which inhabit subterranean places or dismal swamps where there is little light. They feed upon plant growth and anything else which their small mouths are able to devour. This includes rotting cloth, wood, or flesh. A scum creeper can move freely upon walls or ceilings due to its myriad tiny hooked legs and its suctioning underbelly segments. The scum creeper's small, sucker-like mouth has very sharp shearing plates of hornlike substance.

Attacks are initially attempts to attach to the intended prey. A hit indicates that the scum creeper is fastened to some portion of the prey (1 in 20 will fasten the monster onto the face, blinding the victim until the monster is removed). Each round thereafter the scum creeper inflicts 1 point of damage automatically, and this continues until the monster is killed or the victim is dead. Rock salt rubbed on a scum creeper's soft flesh causes it to suffer 2 points of damage per round for 1-4 rounds. (Additional applications are ineffective until the previous saline effects are complete.)

Scum creepers have fat, slimy bodies of gray color with pale yellow heads and underbellies of sickly white. They have only vestigial eyes and sensory organs in a cluster of cilia at the head. The mouth is on the lower portion of the head.

SELKIE

FREQUENCY:	Very rare
NO. APPEARING:	1 or 12-30
ARMOR CLASS:	5
MOVE:	12"/36"
HIT DICE:	3+3
% IN LAIR:	0 or 90%
TREASURE TYPE:	A (magic only), R
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or 1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average to exceptional
ALIGNMENT:	Neutral (good)
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	III/75 + 4/hp



The selkie is a seal-like creature able to take human form for a few days and becomes a sort of sealwere. The selkie will usually take human form to be able to visit a human community to trade for or purchase certain supplies or items needed by its group. The habitat of the selkie is marine.

and cold-temperate to subarctic. They lair in large caverns or grotto complexes having both air and water areas, because selkie young must breathe air until they have grown to half-size (about 1 year of age).

Selkies are omnivorous, eating fish, shellfish, crustaceans, and various forms of seaweed. They can also eat human fare, and they relish wine.

In human form a selkie will have some weapon, but in its seal-like form the creature cannot carry a weapon and swim rapidly. Therefore, selkies encountered underwater are 90% likely to be unarmed and will usually attack by biting. Any weapon possessed by a selkie will be used if necessary, especially in defense of the home.

A selkie community will be divided between males and females, with slightly more females in most cases. The two sexes are equal. The leader will be an old selkie able to perform the following powers: *augury, cure light wounds, cure disease, weather summoning, control weather*. Each is usable 1 per round, once per day, except weather spells which require 1 week of rest between castings and are used only in dire need for exacting revenge.

The treasure of a selkie community is gathered from ships lost at sea and from sea creatures. Thus, they are likely to own many pearls. Monetary treasure of this sort is kept principally for trade. Magical treasure is also garnered from sunken ships and used to aid and protect the community.

In human form selkies are very attractive and fine looking. Their eyes are particularly bright. When in true form, they are nearly indistinguishable from seals. Close examination, however, will reveal arms with slightly webbed hands instead of foreflippers, and legs rather than a tapering body and rear flippers.

SEA HAG

FREQUENCY: *Uncommon*
NO. APPEARING: 1-4
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 3
% IN LAIR: 10%
TREASURE TYPE: C, Y
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *Dagger*
SPECIAL ATTACKS: *Death look*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 50%
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Sea hags inhabit thickly vegetated shallows in warm seas. A very rare variety dwells in fresh waters. They are reclusive and hate beauty, so their lairs are likely to be in very dismal, ugly places. The sea hag is so ghastly looking as to make a creature weak from *fright*; unless a saving throw versus magic is successful, the creature loses one-half of its strength for 1-6 turns. Worse still, the hag is able to cast a deadly glance up to 3", and this look will kill any creature which fails its saving throw versus poison. A sea hag can employ this weapon but 3 times per day. Any victim of a sea hag is quickly devoured by the horrid victor.

SEA HORSE, *Giant*

FREQUENCY: *Common*
NO. APPEARING: 1-20
ARMOR CLASS: 7
MOVE: 21"
HIT DICE: 2-4
% IN LAIR: 0%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4/2-5/2-8
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Giant sea horses are herbivorous marine creatures found in all but the coldest of waters. They are naturally shy and avoid contact. They can, however, be trained to serve as steeds. In combat, the sea horse delivers a butt with its head. Size varies, the most common sort of sea horse being 2 hit dice; 30% are 3, and 10% are 4 hit dice in size. Occasionally aquatic elves and locathah will capture and train sea horses.

SEA LION

FREQUENCY: *Uncommon*
NO. APPEARING: 3-12
ARMOR CLASS: 5/3
MOVE: 18"
HIT DICE: 6
% IN LAIR: 20%
TREASURE TYPE: B
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-12
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Sea lions are fearsome carnivores which inhabit coastal marine waters. They hunt in packs and emit loud bellowing roars even underwater. Their maned heads are armor class 5, but their thick scales make the remainder of their body armor class 3. As they often drag prey to their lair, there is sometimes a residue of valuable items there. They attack with their clawed forelimbs and their jaws. Young sea lions can be tamed and trained for use in guarding and hunting.



SHAMBLING MOUND

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 0
MOVE: 6"
HIT DICE: 8-11
% IN LAIR: 30%
TREASURE TYPE: B, T, X
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: Suffocation
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Shambling mounds, or "shamblers," are found in dismal marshes or certain wet subterranean places. They are omnivorous, feeding upon any living material (via their weird roots and tendrils). They attack fearlessly, clubbing with their limbs twice per melee round. If both of a shambler's clubbing attacks hit a single opponent, the victim is entangled and will be suffocated in the creature's slime in 2-8 melee rounds unless the creature is killed.

The brain of the shambler is located in its mid-portion, and its thick fibrous layers make it difficult to penetrate to its only vital area. In fact, most hits upon it do but little damage (thus armor class 0). As it is wet and slimy, fire has no effect, lightning causes it to grow (add 1 hit die), and cold does either one-half or no damage due to its vegetable constitution. All weapons score only one-half damage. It can flatten itself, so that crushing has small effect. Spells which affect plants are effective against shambling mounds, *plant control* and *charm plant* being good examples.

Description: Appearing as a heap of rotting vegetation, the shambler is actually an intelligent form of vegetable life. It is generally from 6' to 9' in height, with a girth of about 6' at its base and 2' at its summit.

SHARK

	Shark	Giant Shark (Megalodon)
FREQUENCY:	Common	Rare
NO. APPEARING:	3-12	1-3
ARMOR CLASS:	6	5
MOVE:	24"	18"
HIT DICE:	3-8	10-15
% IN LAIR:	0%	0%
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5 or 2-8 or 3-12	4-16 or 5-20 or 6-24
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	M to L	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Sharks of all sorts roam the oceans and seas, constantly in motion and seeking food to satisfy their voracious appetites. The shark is a killing machine, attacking any recognizable food source at any time. Sharks are attracted by noise (pressure changes) from a mile or more, and they can smell blood from at least the same distance. Any creature which appears hurt is 90% likely to be attacked. A wounded creature will always be attacked, and this will cause all sharks nearby to go into a frenzy where they will attack any thing that remotely resembles food. They seize prey, tearing off a mouthful if it is not bite-sized, and swim away to swallow it, only to return again for more. Sharks are particularly vulnerable to ramming attacks, such as dolphins deliver, for they rupture internal organs which allow the creatures to swim. Similarly, a motionless shark dies in 2-5 melee rounds.

Giant Shark (Megalodon): Giant white sharks and prehistoric species of sharks range in size from 20' to 50', the largest being the prehistoric sharks.

The only difference between these monsters and their smaller kin is the former's ability to swallow large objects whole — commensurate with the other factors which large size gives them. A creature swallowed whole has 6 melee rounds to free itself by attack. If it cuts its way out (reduces the shark to 0 hit points) within this time it will not be dead. Each attack from inside is at a cumulative -1 per round with regard to damage; thus attacks on the 1st round cause damage -1, those on the 2nd cause damage -2, etc.

SHEDU

FREQUENCY: Rare
NO. APPEARING: 2-8
ARMOR CLASS: 4
MOVE: 12"/24"
HIT DICE: 9 + 9
% IN LAIR: 25%
TREASURE TYPE: G
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful good
SIZE: L
PSIONIC ABILITY: 70-100
Attack/Defense Modes: All/all



Shedu travel about the world seeking to further the ends of lawful good, helping allied creatures when in need. Although shedu can attack with their powerful front hooves, they are more likely to use their psionic abilities 3 major and 5 minor disciplines. All such abilities are performed at 9th level of mastery. Shedu can become ethereal at will, and they frequently travel the astral and ethereal planes. Shedu have their own language and know most human tongues; as they have a limited form of telepathy, shedu generally communicate by direct mind contact.

SHEDU, GREATER

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 2
MOVE: 15"/30" (MC: B)
HIT DICE: 14+14
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-18/3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius + (wisdom 16-18)
ALIGNMENT: Lawful good
SIZE: L (6' high at shoulder)
PSIONIC ABILITY: 120-150
Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: IX/5250 + 20/hp

Greater shedu are close allies of their lesser cousins. They typically rule any group of 6 or more normal shedu, doing so most beneficently. While preferring the warm, dry climes which all lammasu and shedu favor, greater shedu are prone to roam the Prime Material, Astral, and Ethereal Planes seeking to succor creatures of good alignment, aid them, and combat Evil. The attacks of greater shedu are by powerful blows of the forehooves. They radiate *protection from evil* within a 10-foot radius. They can become *ethereal* and *invisible* at will. Greater shedu have 7 minor and 4 major psionic disciplines which they perform at 14th level of mastery. Usual minor disciplines are: *clairaudience* or *clairvoyance*, *detection of evil* or *detection of magic*, *domination* or *hypnosis*, *molecular agitation*, *object reading* or *sensitivity to psychic impressions*, and *precognition*. Usual major disciplines are: *body control* or *energy control*, *mass domination* or *mind bar*, *molecular manipulation* or *telekinesis* (3150 gp weight), and *shape alteration*.

Greater shedu perform the disciplines of *dimension walk*, *probability travel*, and *teleportation* without any strength cost whatsoever. In addition to the languages of lawful good, lammasu, shedu, Common, and root languages, greater shedu can speak telepathically with most animals and monsters and can even communicate with plants in an elementary manner.

SHRIEKER

FREQUENCY: *Common*
 NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVE: 1"
 HIT DICE: 3
 % IN LAIR: 0%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Noise*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *S to L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Shriekers are normally quiet, mindless fungus which are ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1-3 melee rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter. Purple worms and shambling mounds greatly prize shrieker as food.

SIRINE

FREQUENCY: *Rare/very rare*
 NO. APPEARING: 1 or 2-8
 ARMOR CLASS: 3 or less
 MOVE: 12"/24"
 HIT DICE: 4-7
 % IN LAIR: 30%
 TREASURE TYPE: *Individual:*
 L,M,N,Q; In lair: X
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 20% or more
 INTELLIGENCE: *High to genius*
 ALIGNMENT: *Any*
 (equal chances); *see below*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/350 + 10/hp



Sirines, beautiful human-like females, are equally at home above or beneath salt or fresh waters. Normally, but a single sirine will be encountered. All encounters will be in lonely, uninhabited places.

The armor class of a sirine is 3 because of the high dexterity of the race (18) and their magical nature. They usually will carry small (short) swords and daggers, although 30% will have 3 javelins (40%) or a sling (60%) as well. There is a base 10% chance that any weapon will be magic +1 or *javelin of lightning*; each should be checked for this possibility.

Sirines have the following magical powers; *song*, which will *charm person* at 3" range all subject creatures of hostile nature within hearing suggestion; *polymorph self*; *fog cloud*; and *improved invisibility*. Each is usable once per day, 1 at a time, at will. Additionally, any intelligent creature touched in melee by a sirine must save vs. poison or become an idiot (intelligence=2). The idiocy so caused can be removed at will but requires a touch from the sirine. Otherwise, *dispel magic* may be used to bring back intelligence. Sirines are immune to all forms of gas.

All of their saving throws are made as if they were 11th-level magic-users with a +2 bonus vs. poison. If more than 1 sirine is encountered (30% chance) it will always be in the sirines' home area. A single sirine will always be of 6 or 7 hit dice. If 2-8 are encountered, at least 1 will be of 6 or 7 hit dice, with equal chances for 4, 5, 6, or 7 hit dice otherwise. Alignment of a group of sirines will always be the same with respect to good, evil, and absolute neutral alignment. In a group of evil sirines, for example, there can be lawful, neutral, and chaotic members.

Sirines breathe air or water with equal facility. They have infra- and ultravision capacity. They speak their own language and Common.

SKULK

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOUR CLASS: 7
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 40%
 TREASURE TYPE: *A*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By*
 weapon type
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES:
 Camouflage — see below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 11/36 + 2 per hit point



Skulks were once members of the human race with tendencies to extreme cowardice. As years passed and the race grew more and more resentful of 'normal' humans, they developed a progressively-improving ability of camouflage and now are able to blend into any background. There is only a 10% chance of sighting an immobile skulk.

Skulks live by theft and murder on the edges of civilisation. They keep to small bands, moving often and camping in deep dark forests or underground lairs. Their usual tactics of attacking unsuspecting victims from behind or murdering entire sleeping families make them universally despised, and if a skulk is captured it is usually the recipient of an unpleasant death at the hands of the community. However, they are rarely seen, and even more rarely captured, because of their camouflage ability, and their cunning is such that they are nearly impossible to track (one-fifth normal chance, even for a ranger, so if a skulk passes through a secret door, for instance, a ranger tracking it would only have a 5% chance of following the trail).

A skulk moves quickly and quietly, freezing into immobility and near-invisibility at the first hint of danger. Their favourite tactic is to attack from behind at +4 'to hit', doing triple damage if successful (as a 5th level thief). They will never openly attack a party which looks powerful, though they may set an ambush in an attempt to pick off a straggler or sentry, or (even better) attack when the party members are sleeping. They much prefer weak or helpless victims. Skulks still exhibit extreme cowardice and will flee at the slightest wounding or setback, taking whatever treasure they can.

They speak the common tongue and their alignment tongue. 20% of skulks will also speak another language — usually a near-human tongue such as elvish.

SKUNK

FREQUENCY: Common
NO. APPEARING: 1 or 1-6
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 1/4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS:
 Squirt musk

SPECIAL DEFENSES:
 Squirt musk
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1/4 + 1/hp

Skunks are found in most temperate and subtropical regions, dwelling in lightly populated and uninhabited areas. While they will bite if cornered, their major attack and defense method is to back towards any threatening creatures and release a 1"x1"x1" cloud of stinking musk which will require all those within to make a saving throw vs. poison. Those who succeed must retreat immediately or count as failing to save. Those failing will be nauseated for 1-4 rounds and must retreat andretch. Each must also save again vs. poison or also be blinded for 1-4 rounds. The musk will cause normal clothing to smell so bad as to require burying or burning. Flesh, leather, metal, etc., must be washed repeatedly for several days in order to remove the horrid odor. (Vinegar will cut the stench in only 2 or 3 washings.)

SKUNK, Giant

FREQUENCY: Uncommon
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 9"
HIT DICE: 5
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Squirt musk
SPECIAL DEFENSES: Squirt musk
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant skunks are forest dwelling omnivores not adverse to raiding human camps for a bit of food. They will react to any serious threat by backing towards an opponent and if the other creature does not quickly get beyond 6", the skunk will loose a spray of vile musk quickly in a cloud 2" wide by 2" high by 6" long. If the opponent fails to save versus poison it will be blinded for 1-8 hours, and in any event the musk will cause the creature to retreat a full move and lose 50% of both strength and dexterity due to nausea for 2-8 turns. Furthermore, any creature touched by the skunk's musk will have a disgusting stench. Other creatures will shun it. All cloth material will rot and become useless, including magical garb which fails its saving throw. Creatures and non-cloth garments and equipment must be washed and aired for several days to be completely free of the stench.

SLIME CREATURE

FREQUENCY: Rare
NO. APPEARING: 1 to 20
ARMOR CLASS: 9
MOVE: 6"
HIT DICE: 3+2, 5+2, or 8+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 1-4 or 2-8 or 4-16
SPECIAL ATTACKS:
 Olive slime
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below



INTELLIGENCE: Animal
 (cunning)
ALIGNMENT: Neutral
SIZE: S, M, or L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/ X.P. VALUE:
 III/110 + 4/hp, 3+2 HD
 V/300 + 6/hp, 5+2 HD
 VII/1200 + 12/hp, 8+2HD

Slime creatures are the metamorphosed hosts of olive slime (q.v.). The new vegetable creature formed is linked symbiotically with the olive slime. Regardless of its former existence and despite its general form, a slime creature is only small, medium, or large—thus the variable hit dice and damage. Slime creatures gather together for mutual assistance in feeding and for defense. They can be identified only upon close examination.

Habitat varies from well populated subterranean places to damp forests, swamps, etc. Slime creatures are equally at home on land or in warmish, shallow water. When attacking, slime creatures have a 10% chance of infecting their opponent with olive slime when a hit is scored. Slime creatures are harmed by acid, freezing cold, fire (of a magical sort only if water dwelling), and *magic missile* spells. Magical powers which affect plants also affect them. All other attack forms have no effect upon slime creatures.

The vegetable intelligence of slime creatures is of animal nature, but their cunning enables them to learn from experience. They also can use their cunning to lay traps. Slime creatures have limited telepathic communication with their own kind effective in a radius of up to 20".

SLIME GREEN

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Green slimes are strange plant growths found in subterranean places. Although they cannot move, they slowly grow, feeding on animal, vegetable and metallic substances. They are sensitive to vibrations and will often drop upon passing creatures from above.

Green slime will attach itself to living flesh, and in 1-4 melee rounds thereafter turn the creature into green slime (no resurrection possible). It eats away wood slowly, consuming but one inch thickness in an hour. Green slime eats metals quickly, going through plate armor in 3 melee rounds.

It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. A *cure disease* spell kills green slime. Other forms of attack—including weapons or spell—do it no harm.

Occasionally huge slimes or colonies of dozens have been reported.

SLIME, OLIVE

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 9
 MOVE: 0"
 HIT DICE: 2+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
 INTELLIGENCE: Non- and special
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/330 + 3/hp

Olive slime is a strain of monstrous plant life akin to green slime (q.v.) but contact with it is worse in most respects. Olive slime favors subterranean growing areas, feeding on animal, vegetable, and metallic substances. The vibrations of a passing creature are sufficient to cause the stuff to release its tendrils and drop.

Contact with olive slime causes a numbing poison to be exuded from the creature. The victim must save vs. poison or fail to notice the attachment of the olive slime. The attachment might (50%) be noticed by others in the vicinity; the check is made once for the group, not individually, with no adjustment except for magic. The stuff then spreads itself over the body area of its victim, sending parasitic tendrils to feed on the fluids of the host. With humans this attachment is usually along the spinal area. The host then begins to change, the mind being affected by secretions of the olive slime, so that the mind's main concern is to feed, protect, and aid the growth. Intake of food must be doubled or the host body wastes away (10% of hit points per day). After 7-12 days, the host will begin a metamorphosis into vegetable creature. The olive slime gradually replaces skin and muscle tissue and forms a symbiotic brain attachment as well. The new creature has no interest in its old form or fellows. It exists as a new species more akin to plants than any other life form. Feeding is then either photosynthetic, parasitic, or both. Upon death, the creature generates a new patch of olive slime.

Olive slime can be harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Magical powers which affect plants also work upon it. Other attacks, including spells, do not harm it. Green slime and olive slime will attack and neutralize each other. See "Slime Creature" for details on metamorphosed creatures created by olive slime attack.

SLITHERING TRACKER

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 5
 % IN LAIR: 10%
 TREASURE TYPE: C
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Paralyzation
 SPECIAL DEFENSES: Transparency
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: S (2½' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

This monster is transparent and almost impossible to discover (5% chance of spotting). It inhabits dungeons and other dark places, and does not normally attack its prey immediately (10% chance of immediate attack). The tracker usually follows the chosen victim to the place where the victim sleeps, and only when its prey is asleep will it strike. Because of its semi-fluid body, the slithering tracker can flow through openings as small as a rat hole or a large crack under a door. Attack is by contact with the exposed flesh of its prey, and the secretions of the monster will paralyze the victim unless a saving throw versus paralyzation is made. Once the victim is immobilized the 'tracker will draw all the plasma from the body of its prey in 6 turns.

SLUG, Giant

FREQUENCY: Uncommon
 NO. APPEARING: 1
 ARMOR CLASS: 8
 MOVE: 6"
 HIT DICE: 12
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-12
 SPECIAL ATTACKS: Spit acid
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Giant slugs dwell away from light, preferring the depths of dungeons and similar places. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues. Although they are a great bulk, giant slugs are able to squeeze through very narrow or low openings, for they have no bones to prohibit such alteration of shape. Although able to bite with effect, the major weapon of these creatures is a highly corrosive acid saliva which they are able to spit with considerable accuracy at great distances. Normal range is 6", with a basic 50% chance of striking their target. For every 1" the range is lessened the base chance of hitting is increased 10%; ranges over 6" decrease the probability of hitting by 10%. Fortunately, the giant slug is always inaccurate on its first attack, and there is only a 10% chance of its hitting its target on the first spitting of acid; once the range is then determined, second and following attacks are at normal probabilities. As they are of great size, these creatures can sometimes be caught in a narrow corridor where they are unable to turn, and if they are then attacked from behind they can often be slain without loss to the attackers. Because of their size and structure, these beasts are not affected by blunt weapons, so they must be attacked by sharp-edged ones or magically. They have thick, rubbery hide, and their tremendous power allows them to break down doors with ease.

Description: Giant slugs are pale gray. Their underbelly is dead white.

SNAKE

	Constrictor	Poisonous
FREQUENCY:	Uncommon	Uncommon
NO. APPEARING:	1-2	1-6
ARMOR CLASS:	6	6
MOVE:	9"	15"
HIT DICE:	3+2	2+1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1/1-3	1
SPECIAL ATTACKS:	Constriction	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	M (15' long)	S (5' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/85 +4 hp	V/255 +3/hp

Snakes of all sorts inhabit regions from the cold-temperate to tropical. Larger sorts (constrictors) are usually found only in subtropical climates.

Constrictor: These snakes typically lay in wait for prey, preferring wooded areas or



swamps. They attack by bite and coiling to constrict. A successful coiling attack indicates automatic constriction damage each round thereafter. Any creature of humanoid

sort can escape from coiling attack by strength. This is indicated by a roll to open doors, penalized by +1 to the roll. (cf., "Snake, Giant Constrictor.")

Poisonous: The varieties of poisonous snakes are many. Use the table below to determine strength and effect of poison. Actual length, color, habitat, etc., are variable.

Die Roll	Modifier To Save vs. Poison	Results of Failure to Save
1-4	+3	Sickness + incapacitation, 2-8 days
5-8	+2	Death
9-11	+1	2-8 points of damage
12-14	+/-0	3-12 points of damage
15-17	-1	Sickness + incapacitation, 1-4 days
18-19	-2	Sickness + incapacitation, 2-12 days
20	-3	Death



SNAKE, Giant

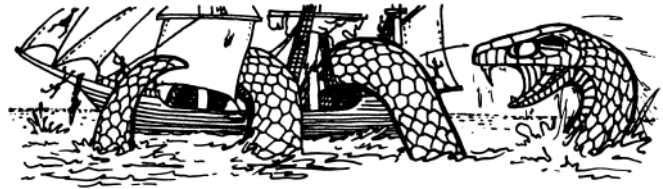
	Amphisbaena	Constrictor	Poisonous	Sea	Spitting
FREQUENCY:	Very rare	Uncommon	Uncommon	Uncommon	Rare
NO. APPEARING:	1-3	1-2	1-6	1-8	1-4
ARMOR CLASS:	3	5	5	5	5
MOVE:	12"	9"	15"	12"	12"
HIT DICE:	6	6 + 1	4 + 2	8-10	4 + 2
% IN LAIR:	0%	0%	0%	0%	0%
TREASURE TYPE:	Nil	Nil	Nil	Nil	Nil
NO. OF ATTACKS:	2	2	1	2	1
DAMAGE/ATTACK:	1-3/1-3	1-4/2-8	1-3	1-6/3-18	1-3
SPECIAL ATTACKS:	Poison	Constriction	Poison	Constriction	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Animal	Animal	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
SIZE:	M	L	L	L	M
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil

Giant snakes are likely to be found in any clime save the coldest. All are carnivorous.

Amphisbaena: These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It is able to attack with both heads, and victims failing to save versus poison when bitten die instantly. Cold-based attacks do not harm the amphisbaena.

Constrictor: These snakes usually drop coils from above, grab prey within their coils, deliver a bite, and then constrict causing 2-8 points of damage per melee round. If several strong creatures (such as 4 humans of 16 or greater strength) can grasp the creature at head and tail ends, they can uncoil it in 2-5 melee rounds. After eating, the snake sleeps for a period of several days.

Poisonous: Giant poisonous snakes need no lengthy explanation or description. Some varieties, however, are worth noting, as their poison is so strong that even if a saving throw is made the victim takes up to 3-18 hit points damage.



Sea: Found only in tropical waters, these marine creatures attack only when hungry (20% chance). They otherwise ignore other creatures unless molested. Sea snakes have a poisonous bite. The largest are able to coil about small vessels and crush them at a rate of 10% of total value per melee round of constriction.

Spitting: The spitting giant snake is a variety of the poisonous type which can emit a poisonous spittle, spraying it up to 3" at any single creature. The victim must save versus poison. Naturally, the bite of these snakes is likewise poisonous. Giant spitting cobras are a typical example of the monster.

SNYAD (Pestie)

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-8
 ARMOR CLASS: -4
 MOVE: 21"
 HIT DICE: 1-1
 % IN LAIR: 95%
 TREASURE TYPE: J
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: S (2½' tall)
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE: 1/7 + 1 per hit point



Small bipeds, light brown in colour and with particularly high dexterity, pesties live in small passages adjoining dungeon corridors. The entrances to these tunnels are small and usually concealed behind piles of loose stone, making them difficult to detect even by elves (1 chance in 4 even if a search is being made, or 1 chance in 3 for an elf). They are totally silent and move with great speed, achieving surprise 90% of the time.

Their sole objective in leaving their tunnels and approaching a party of adventurers is to steal small items of treasure — gems, coins, pieces of jewellery, small weapons and the like. They will never attack and will avoid physical combat if they possible can. Their high dexterity gives them a +3 bonus on all saving throws against magical spells which can be dodged.

The snyad is a cousin of the mite and these two types of creatures will often act in co-operation, the mite's skill with traps complementing the high speed of the pestie.

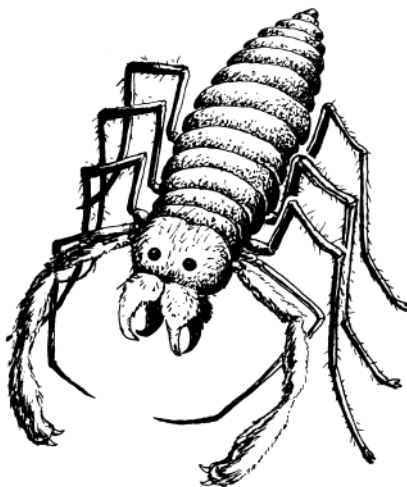
They have no language, so far as can be ascertained, yet a group will work co-operatively together, and they and the mites appear to be able to gain speedy mutual understanding in their common task.



SOLIFUGID

	Large	Huge	Giant
FREQUENCY:	Rare	Very rare	Very rare
NO. APPEARING:	1-6	1-6	1-4
ARMOR CLASS:	6	5	4
MOVE:	9"	9"	12"
HIT DICE:	3+3	5+5	6+6
% IN LAIR:	10%	20%	25%
TREASURE TYPE:	Q	Q,S	N(x4), Q2 or 1
NO OF ATTACKS:	2 or 1	2 or 1	2 or 1
DAMAGE/ATTACK:	2-8	3-12	4-16
SPECIAL ATTACKS:	Grip	Grip	Grip
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	M	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/85+4/hp	IV/225+6/hp	V350+8/hp

Variously known as false spiders, camel spiders, or sun spiders, the solifugids are arachnid in nature. They have powerful, hooked beaks and 10 legs, the first pair ending in sucker-like clamps. When in combat, a solifugid will attempt to attack with each of its 2 front legs. Should either score a hit, no damage will be done but the character struck will be caught in the grip of the solifugid. On each melee round thereafter, the beak attack will gain +3 on its to-hit roll; note that only the beak can do actual damage (the amount indicated). This bonus will continue for as long as a character is held; the only way to break the grip is to sever a limb by rolling a 3 or more above the normal number needed to hit.



Whenever solifugids are encountered outdoors, there is a 60% chance that they will be of the nocturnal variety, normally venturing out only at night. These creatures will flee from lights brighter than a torch or lantern and attack at -2 when in daylight.

Solifugids live in warm desert climates. They are indiscriminate eaters, and if hungry will attack anything that moves.

SPHINXES

SPHINX

	Andro-	Crio-	Gyno-	Hieraco-
FREQUENCY:	Very rare	Rare	Rare	Rare
NO. APPEARING:	1	1-4	1	1-6
ARMOR CLASS:	-2	0	-1	1
MOVE:	18"/30"	12"/24"	15"/24"	9"/36"
HIT DICE:	12	10	8	9
% IN LAIR:	60%	30%	15%	20%
TREASURE TYPE:	U	F	R, X	E
NO. OF ATTACKS:	2	3	2	3
DAMAGE/ATTACK:	2-12/2-12	2-8/2-8/3-18	2-8/2-8	2-8/2-8/1-10
SPECIAL ATTACKS:	See below	Nil	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
INTELLIGENCE:	Exceptional	Average	Genius	Low
ALIGNMENT:	Chaotic good	Neutral	Neutral	Chaotic evil
SIZE:	L (8' tall)	L (7½' tall)	L (7' tall)	L (7' tall)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil

Sphinxes inhabit only warm climes. They are dissimilar with regard to species characteristics.



Andro- The male, or andro-, sphinx is a very powerful and large creature. An androsphinx attacks with its two great paws in melee. It has the ability to use clerical spells as if it were a 6th level human cleric. They usually shun the company of gynosphinxes, for they resent the females' greater intelligence and neutral alignment. These creatures can speak all languages particular to sphinxes and the common tongue of mankind as well.

Thrice per day an androsphinx can emit a deafening roar which can be heard for several miles. The creature must be aroused and angry to utter the first, very angry to roar again, and infuriated to cut loose with the third. The first roar of an androsphinx causes all creatures within 36" to save versus fear (as a wand) or flee in panic for 3 turns. The second roar is louder still, creatures within 20" must save versus petrification or be paralyzed with fright for 1-4 melee rounds; and, in addition, creatures within 3" of the androsphinx will be deafened for 2-12 melee rounds unless they are ogre-sized or larger (or have protected hearing organs). The third roar causes creatures within 24" to save versus magic or lose 2-8 points of strength for a like number of melee rounds; and, in addition, any creature within a 3" hemisphere of the androsphinx's mouth will be knocked over unless the creature is ogre-sized or larger. Creatures knocked over must save versus dragon breath or be stunned for 2-12 melee rounds. Creatures not knocked over will take 2-16 hit points of damage (unless they are lion or part lion). The force of the third roar will also affect stone within 3", cracking it unless a saving throw versus petrification is made.



Crio- The criosphinx is a ram-headed creature which is likely to be found in wooded areas. These creatures prize wealth and will usually seek to extort passersby — safe passage for a hefty bribe. In combat they attack with either their two forepaws or a great butt with their horned head. The criosphinx lusts after gynosphinxes, but the latter find them detestable. They speak their own tongue, that of andro/gynosphinxes, and can also speak with animals.



Gyno- The gynosphinx is the female counterpart of the androsphinx. They are both knowledgeable and wise. As they are neutral, and prize gems and similar wealth, they will only help humans if they are paid — although they will sometimes accept payment in the form of riddles, poetry, prose, knowledge, or the location of an androsphinx. If payment is not made, the sphinx will not hesitate to devour the offender(s). A gynosphinx is able to use the following spells once per day: detect magic, read magic, read languages, detect invisible, locate object, dispel magic, clairaudience, clairvoyance, remove curse, legend lore. They can use each of the symbols once per week each. Gynosphinxes speak all the languages known to the males of their kind.



Hieraco- The hawk-headed, or hieracosphinx, is evil and rapacious. They are found in hilly regions. They prey on warm blooded creatures by preference, humans being high on the list of favorite meals. They attack with forepaws and beak each melee round. Like other types of their race, they highly value treasure. It is not unknown for hieracosphinxes to serve as steeds for certain evil and powerful creatures.

SPIDER

	Giant	Huge	Large	Phase	Water, Giant
FREQUENCY:	Uncommon	Common	Common	Rare	Common
NO. APPEARING:	1-8	1-12	2-20	1-4	1-10
ARMOR CLASS:	4	6	8	7	5
MOVE:	3"/12"	18"	6"/15"	6"/15"	15"
HIT DICE:	4 + 4	2 + 2	1 + 1	5 + 5	3 + 3
% IN LAIR:	70%	50%	60%	75%	90%
TREASURE TYPE:	C	J-N, Q	J-N	E	J-N, Q
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	2-8	1-6	1	1-6	1-4
SPECIAL ATTACKS:	See below	See below	Poison	See below	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil	See below	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Low	Animal	Non-	Low	Semi-
ALIGNMENT:	Chaotic evil	Neutral	Neutral	Neutral	Neutral
SIZE:	L	M	S	L	M
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil

Spiders are found in all regions except those which are frigid, and legends tell of giant, fur-clad, white spiders inhabiting polar climes. All spiders are aggressive predators. Even if not hungry, they will attack creatures which disturb their web. They dwell both above and below ground.

Giant Spider: These monsters are web builders. They will construct their sticky traps horizontally or vertically so as to entrap any creature which touches the web. Some will lurk above a path in order to drop upon prey. The web is as tough and clinging as a web spell. Any creature with 18 or greater strength can break free in 1 melee round, a 17 strength requires 2 melee rounds, etc. Webs are quite inflammable. The bite of a giant spider is poisonous. A victim must save versus poison or be killed. A giant spider will flee from an encounter with a superior foe, typically hiding in some secret spot for safety.

Huge Spider: The typical huge spider is not a web builder but a roving hunter such as a wolf spider. It can leap 3' upon prey and deliver its deadly bite. Others of this ilk build carefully hidden places of concealment and rush forth upon prey, i.e. trapdoor spiders of huge size. All saving throws versus the poison of huge spiders are at +1 on the dice. Note that these creatures surprise prey on a roll of 1-5 (out of 6).

Large Spider: These creatures scuttle and scurry about — on walls, ceilings, and floors, in and out of their webs, always searching for victims. They are 90% likely to attack any creature within 3". Their poison is relatively weak in most cases, so saving throws are at +2.

Phase-Spider: Although these monsters appear to be nothing more than very great spiders, they are something quite beyond this. When attacking or being attacked the phase spider is able to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite. Victims must save at -2 on their poison saving throw. When out of phase they are impervious to nearly all forms of attack, although a phase door spell will cause one to remain in phase for 7 melee rounds. Oil of etherealness and armor of etherealness also put their wearers into the same phase as this monster when it shifts out of phase. Their webs are equal to those of giant spiders. Phase spiders will seek to evade encounters which are unfavorable.



Water, Giant, Spider: Fresh water dwellers, giant water spiders are found only in large lakes. They build great nests of air amidst underwater vegetation. These spiders are able to run along the bottom or up and down vegetable or mineral surfaces underwater. They snatch passing prey, deliver a poisonous bite, and bring the victim to their lair to be drained at leisure. The clever airlock allows free passage without loss of vital air. On occasion such water creatures as nixies will be on friendly terms with giant water spiders, for they are semi-intelligent and can be approached with offerings of food. Abandoned water spider lairs are excellent places of refuge for air-breathers.

A rare species of water spiders, twice the size of those discussed here, are found in salt water.

SPIDER, GIANT MARINE

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 7+7
% IN LAIR: 70%
TREASURE TYPE:
Incidental only
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/650 + 12/hp

Giant marine spiders inhabit shallow seas and ocean waters in semi-tropical and tropical areas. Much as their fresh water cousins do, giant marine spiders build from webs and vegetation huge air-filled underwater nests. They hide in seaweed, rush out and grab their prey, paralyze it by poisonous bite, and carry it back to the nest lairs. In all respects other than those noted above, giant marine spiders resemble giant water spiders (q.v.).

RETRIEVER

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOUR CLASS: -2
MOVE: 18"
HIT DICE: 10
% IN LAIR: 10%
TREASURE TYPE: Z
NO. OF ATTACKS: 4
DAMAGE/ATTACK:
3-18/3-18/3-18/3-18
SPECIAL ATTACKS: Eye rays
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
VII/4,950 + 14 per hit point



Retrievers are constructed by Demogorgon (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** — *Demon, Demogorgon*) in his laboratories in the *Abyss*; in doing so, Demogorgon deliberately constructs the creatures so as to strike maximum terror into their victims. They will rarely be found on the *Prime Material Plane* except when engaged on a specific mission to retrieve (usually dead or alive) one who has offended Demogorgon or one of the more powerful denizens of the *Abyss*.

Retrievers are giant spider-like creatures whose front four limbs end in huge cleavers. Though they are large — approximately the size of a mammoth — they are very fast and nimble in the open, where they have room to manoeuvre. They each have six eyes, two for vision and four which project rays (up to 2 of the latter may function each round — determine which at random). These rays are, respectively, *fire*, *cold*, *lightning* and *transmutation*. Once used, a particular eye cannot be used again for 6 rounds, at which time it will have re-charged. These rays can only hit one target within a range of 60'.

The rays of *fire*, *cold* and *lightning* each do damage equal to the current hit points of the retriever, a save (against dragon breath) indicating half damage. Magic items must also save against these attacks if their owner fails to save. The *transmutation* ray transmutes the victim into mud, stone, gold or lead (determine which of the four at random). A successful save against petrification indicates no effect. A *stone to flesh* spell will restore a petrified character to normal but only a *philosopher's stone* can restore a lead or gold figure. Characters turned to mud can only be revived by the use of *mud to rock* followed by *stone to flesh*, both spells being cast within one turn of the transmutation.

Retrievers can attack with all four cleavers simultaneously on the same victim, each inflicting 3–18 hit points of damage. However they cannot use the eye rays when attacking with their cleavers. Generally speaking, they will use their eye rays first then, when the eyes are recharging, use the cleavers.

Demons sometimes mount howdahs on the back of a retriever and ride on the creature to the hunt.

Creatures of lower order will flee in panic on sight of a retriever, and even an adventurer of 5th experience level or lower (or a monster of less than 6 hit dice) will do so unless he saves against magic when a retriever comes within 30' of him.

SPRIGGAN

FREQUENCY: Very rare
NO. APPEARING: 3-12
ARMOR CLASS: 3 (5)
MOVE: 9" (15")
HIT DICE: 4 (8+4)
% IN LAIR: 30%
TREASURE TYPE: A
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type (2-8/2-8)
SPECIAL ATTACKS: Spells, thief abilities
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average exceptional
ALIGNMENT: Chaotic (evil)
SIZE: S, 3' tall (L, 12' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VI/1000 + 10/hp



These ugly, dour cousins of the gnomes are found near isolated communities or in uninhabited areas. They dwell in burrows or ruins. They are able to become giant-sized (gaining the appropriate statistics as given in parentheses above) to terrorize, rob, and otherwise work vile deeds. They hate only gnomes more than humankind, and they associate only with their own ilk. In addition to their usual attack forms, a spriggan can use the following spell-like powers at will, 1 at a time 1 per round: *affect normal fires*, *assume giant size*, *scare* at -2 on saving throws due to ugliness, *shatter*.

In giant-sized form a spriggan can no longer cast other magic, but small size can be regained at will. All spriggans in small form have the abilities of an 8th-level gnome thief of 18 dexterity. They can pick pockets (75%), open locks (78%), find/remove traps (70%), move silently (77%), hide in shadows (64%), hear noise (35%), climb walls (81%), read languages (40%).

Back stabbing is for triple dagger damage and can only be performed in small form.

In small form spriggans are basically thieves, while in large form they are giant bandits. It is quite possible for a group of these creatures to be of mixed sizes if it aids their nefarious ends.

SPRITE

FREQUENCY: Rare
NO. APPEARING: 10-100
ARMOR CLASS: 6
MOVE: 9"/18"
HIT DICE: 1
% IN LAIR: 20%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral (good)
SIZE: S (2' tall)
PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil



Sprites dwell in meadows and wooded glens. They are very shy and reclusive, but they hate evil and ugliness of all sorts. They are armed with slim swords (equal to daggers) and small bows with but half the range and effect of a short bow. However, their arrows are coated with a special ointment which causes any creature struck to save versus poison or sleep for 1-6 hours in a comatose state. The sprites will then slay evil creatures or remove good ones to a place far from where they encountered the sprites. Note that sprites are 75% likely to be unnoticed by any creature, and they will attack only evil creatures unless molested first.

Sprites are able to become *invisible* at will, detect good/evil at a 5" range, and move silently. When invisible they cause opponents to strike with a -4 on "to hit" dice.

Sprites speak their own language and the common tongue.

Sprite, Sea

Climate/Terrain: Tropical oceans
Frequency: Rare
Organization: Family
Active Times: Any
Diet: Omnivore
Intelligence: Very (11-12)
Treasure: D
Alignment: Chaotic neutral (good tendencies)
Reaction Modifier: +4

Number Appearing: 5-40
Armor Class: 6
Movement: 6"/24"
Hit Dice: 1
THAC0: 17
Number of Attacks: 1 weapon
Damage per Attack: 1-4
Special Attacks: Spell use
Special Defenses: Nil
Magic Resistance: 5%
Size: Tiny (2" tall)
Morale: Steady (14)
Experience Value: 20 + 1/hp

Sea sprites are reclusive creatures, similar in many ways to their land-dwelling cousins. They're implacable enemies of creatures who would destroy the delicate ecology of their coral reef environment.

Physical Appearance: Sea sprites look like tiny human figures no more than two feet tall. They have no wings, but show delicate webbing between their fingers and toes. Their skin is delicate and pale, sometimes with a slight bluish tinge. Their hair—which they usually wear long—is bright green. The creatures usually wear jerkins made from eel-skin or other soft and supple materials. They commonly seek skins in bright marine colors: blues, greens and aquamarines. They often wear ornaments finely crafted from precious metals. Females are slightly smaller and more delicately built than males.

Sea sprites are armed with tiny but wickedly sharp swords, and there's a 50% chance one will be carrying a light crossbow that operates with full effectiveness under water as well as above. (These weapons are much too tiny for humans or demihumans—even halflings—to use.)

Sprites are able to become *invisible* at will (opponents strike at -4). They *detect good/evil* at up to 50 yards.

Combat: Sea sprites are reclusive, and engage in face-to-face combat only if there's no other option. They prefer to attack from ambush, using their light crossbows. The bolts are tipped with a potion which causes any creature struck to save versus poison or sleep for 1-6 hours in a comatose state—this can have lethal consequences for creatures that must surface to breathe air. Sea sprites generally slay evil creatures, removing neutral or good ones to a locale well away from where they encountered the sprites. Usually, air-breathing creatures are left above the surface, on a nearby deserted shore, for example. The sprites don't usually concern themselves with what happens to the sleeping creatures afterwards.

Sea sprites often use other marine creatures as pack animals and guards. A group of sea sprites is 45% likely to be accompanied by 1-6 carnivorous fish such as barracuda or quippers.

A sea sprite can endow 2-5 turns of *water breathing* by touch. A sprite can also cast *airy water* once per day at the 10th level of ability, and *slow* (by touch) three times per day at the 5th level of ability.

Habitat/Society: Sea sprites live among the coral reefs and warm shallows of the Densac Gulf, the Tilva Strait, and waters south. They can breathe equally well above or below water, although they much prefer a submarine existence, and rarely venture onto land. They're joyful creatures, loving to frolic among the brilliant fish that inhabit their home waters. They can flash through the water so quickly that they can catch and pet the fastest of the reef fishes.

They hunt fish with their crossbows, but kill only to eat, and are very selective in their hunting. Fish husbandry is practiced so they never deplete the fish population. They respect—and are respected by—fishermen who take only enough to feed their people: That's the way of the sea. Sea sprites dislike people who kill too many fish, or those who fish for sport. They feel strong enmity towards those who despoil the coral oceans, and are likely to take action against them.

Sea sprites live in family groups, and dwell in natural coral caves, or in the hulks of ships that foundered on the reefs. The family is led by the oldest male, but the senior female acts as his advisor, and is often the "power behind the throne." They believe that any wealth that the sea takes (in the form of sunken treasure) should remain with the sea, and thus oppose treasure hunters and those who would salvage wrecked vessels.

Sea sprites speak their own language, and 50% of them are conversant in the common tongue. They can also communicate on a rudimentary level with the more intelligent denizens of the deep. They're great believers in a balanced ecology, and so have no antipathy towards sharks and other predators. They have hatred only towards the more evil and cruel ocean dwellers, particularly sahuagin and their ilk (who they attack on sight).

Niche: Sea sprites are at the top of the coral reef food chain. Their only natural enemies are sahuagin, but their speed and the accuracy of their crossbows make them difficult prey. They're on friendly terms with aquatic elves, and sometimes trade with them, although the two races never live together.



SQUEALER

FREQUENCY: Very rare
 NO. APPEARING: 1 (or 2-4)
 ARMOR CLASS: 6
 MOVE: 12" @ 9"
 HIT DICE: 12
 % IN LAIR: 15%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 7-12/1-3/1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/3000 + 16/hp



Squealers inhabit only temperate to tropical forests. They are usually solitary, although there is a 10% chance that an encounter with a mated pair (and up to 2 young) will occur. Young have 1-2 hit points per die and can bite only, doing 1-4 points of damage.

Although a squealer cares nothing for treasure, most prey will be dragged near the lair to be devoured, so there can be items of value there. A squealer can imitate many sounds perfectly, so it will imitate the distress calls, death shrieks, mating calls, etc., of other creatures to attract prey. Squealers are voracious beasts and will attack any other carnivores or herbivores. Typically, the squealer will crouch upon a low branch, and, when a victim comes near, the monster will grasp the limb it is upon with 3 of its appendages and swing head down to bite and claw its prey. If both claw attacks succeed, the squealer has grasped and held its victim and will fall upon it next round doing 5-8 points of crushing damage and 2 additional clawing attacks. The attack mode is bite, claw, claw, claw (7-12/1-3 x4). The squealer has 18/00 strength and weighs 400 or more pounds.

When amidst foliage, the squealer's bulk is 75% invisible due to its coloration, stillness, and care in concealment. If attacking by surprise, the squealer adds +2 to each attack both to hit and to damage. It is 50% likely to surprise a victim. A squealer is very fierce. When full grown, it is about the size of a large gorilla and is a match for almost anything. The fur of a squealer is long and colored yellow and green in alternating splotches. Its form is topped by hunched shoulders and a thrust-forward, pig-like head. The head is about 2 feet long and is mostly mouth filled with sharp tusks. The arm-like forelimbs sprout from the hunched back, and the rear limbs come from high up on the hindquarters. The forelimbs are nearly 4 feet long and rear ones are 3 feet long. A 5th limb grows from the middle of the back, and its 4-foot length can be turned either forward or rearward. All limbs are tipped with 3 clawed digits. The forelimb and back appendage digits are prehensile.

SQUID, *Giant*

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 7/3
 MOVE: 3"/18"
 HIT DICE: 12
 % IN LAIR: 40%
 TREASURE TYPE: A
 NO. OF ATTACKS: 9
 DAMAGE/ATTACK: 1-6 (× 8)/5-20
 SPECIAL ATTACKS: *Constriction*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Giant squid inhabit deep waters, preferring depths of one-half mile or more. They are aggressive hunters, and they will occasionally surface to attack large prey — 10% chance to attack a ship passing over a giant squid. They fear only the hugest of sperm whales, for the latter hunt giant squids and kill them with ease.

A giant squid's body is protected by a hard shell, so its armor class is 3, but its tentacles and head are but armor class 7. The creature can jet backwards at great speed if it feels threatened.

When a giant squid attacks it will anchor itself — or stabilize itself — with two of its arms and attack with the other 8. Each tentacle does 1-6 hit points on the first melee round it hits, and thereafter it constricts the opponent for 2-12 points of damage per melee round. To prevent this the victim must sever the tentacle; there is no way to loosen its grasp short of severing the member or killing the squid. The great beak of a giant squid bites for 5-20 hit points of damage.

A creature grabbed by a giant squid is 25% likely to have both upper members pinned, 50% likely to have one pinned, and 25% likely to have both free. If both upper members are pinned, the victim is totally unable to attack with them, if one is held the victim will attack at -3, and if both upper members are free the squid's opponent attacks at only -1 on "to hit" dice rolls. Only one tentacle will strike creatures of man-size at any one time. A squid's tentacle takes 10 hit points before being severed, and this is in addition to the 12 dice of damage a giant squid can take.

If 4 or more of a giant squid's arms are severed (or otherwise lost) the monster is 80% likely to squirt out a cloud of black ink 6" high by 8" long, and jet backwards to escape. The squid will always go to its lair in this case. The ink cloud completely obscures the vision of all within it.

The giant squid always seeks to drag its prey under water. A ship seized by a giant squid will not likely be dragged under, unless the vessel is small, but it will stop dead in the water in 1 turn due to the drag. If a ship is grabbed and held by 8 or more tentacles, it will take damage as if rammed, and ships with water in their holds are easily dragged down to squids' lairs.

SQUIRREL

	Giant, Black	Ordinary
FREQUENCY:	Rare	Common
NO. APPEARING:	1-12	1-6
ARMOR CLASS:	6	8
MOVE:	12"	9"
HIT DICE:	1+1	1 h/p
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Incidental, see below	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	1
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Animal
ALIGNMENT:	Neutral (evil)	Neutral
SIZE:	S (2' long)	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE	1/20 + 2/hp	1/0

Giant black squirrels are found only in old, dark forests possessed by Evil. These creatures are malicious and will attack weak or helpless creatures. They will steal from careless individuals if given the opportunity, taking small, shiny objects (coins, rings, jewelry, flasks, etc.) to secrete in their nests. Lairs are always in hollows of trees 20 feet or more above the ground. Treasure is incidental only. Common gray or red squirrels will bite only in self defense.



SQUIRREL, CARNIVOROUS FLYING

FREQUENCY: *Rare*
 NO. APPEARING: 3-18
 ARMOR CLASS: 7
 MOVE: 9"/15"
 (MC - special;
 E for short spaces)
 HIT DICE: 1-7 hp
 % IN LAIR: 40%
 TREASURE TYPE: *Incidental, see below*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: "Flying" surprises on 4 in 6
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: S (½' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE: 1/10 + 1/hp

Flying squirrels "fly" by means of loose folds of skin on the inside of their fore and rear legs. In fact, they can only glide and cannot gain altitude once they have jumped. Their range is 5 feet for every foot of altitude from which they jump (usually a tree). If surprise is achieved during a flying attack, they make their initial attack as 2 hit dice monsters. They attack only when they have 2 to 1 odds or better. In their lair, a tree top nest, there can occasionally be found gems, jewelry and other small items that are bright and shiny. Thus, they could never have armor, shields, most weapons, potions, etc. Treasure is incidental only.

STAG

	Stag	Stag, Giant
FREQUENCY:	Common	Rare
NO. APPEARING:	1-4	1-2
ARMOR CLASS:	7	7
MOVE:	24"	21"
HIT DICE:	3	5
% IN LAIR:	0%	0%
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1 or 2	1 or 2
DAMAGE/ATTACK:	2-8 or 1-3/1-3	4-16 or 1-4/1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Stags are herbivores found in temperate forests and meadowlands. They are the aggressive males of a herd which numbers 4-8 times the number of stags encountered. These creatures will defend the herd against all but the most fearsome opponents. A stag can attack with its branching antlers or by lashing out with its sharp forehooves.

Giant Stag: These creatures are simply very large stags. They otherwise conform to the general characteristics of stags. A typical giant stag is 7' tall at the shoulder and weighs over 1,500 pounds.

STEGOCENTPEDE

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3/6
 MOVE: 15"
 HIT DICE: 9
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 and 1
 DAMAGE/ATTACK: 2-8 and 3-12
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: Spine armor
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (18' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: VII/1700 + 12/hp



It is probable that stegocentipedes developed on some far removed parallel world or were the creation of some insane genetic manipulator. In either case, it is fortunate that these monsters are infrequently encountered. Although stegocentipedes are adaptable to both temperate and tropical conditions, they find nearly any habitat suitable. They tend to be sterile.

The chitinous plates running along the stegocentipede's spine give it armor class 3 in most (75%) combat situations. Its greater weight and legless tail portion make it move somewhat slower than others of its kind.

The monster hunts continually, rushing prey and seizing it in its huge mandibles. Poison is injected with each bite, and saving throws are applicable. The rear portion of the stegocentipede ends in a thinner, scorpion-like tail. This appendage is heavily armored at its terminus,

effectively forming a ball-like club which can lash 6 feet in any direction to strike opponents. Worse still, this weapon also contains poison. Victims struck by the tail must save vs. poison or be slain. If they are not slain, they take 3-12 points of damage.

The stegocentipede raises its spine plates defensively and moves rapidly. The spiked plates at the front are such that any opponents attacking the creature's head are themselves subject to what is effectively a horn attack. If the attack is successful, (normal to-hit roll needed), it inflicts 1-6 hit points damage. Note that up to 3 attackers can be subject to this defense attack due to the stegocentipede's rapid defensive motions.

Stegocentipedes are about 2 feet high with back spines adding another 1 to 2 feet when erect. The chitinous plates are in double rows which flatten along the creature's back when it is not engaged in combat. Color is from light brown to gray-brown; green specimens have been reported. Each segment of a stegocentipede's body has a pair of legs except for the tail segment, which is elongated and specialized.

STIRGE

FREQUENCY: Uncommon
 NO. APPEARING: 3-30
 ARMOR CLASS: 8
 MOVE: 3"/18"
 HIT DICE: 1 + 1
 % IN LAIR: 60%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: Drain blood
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Stirges are found only in very dark, tangled forests or in subterranean lairs. They lay in wait for warm-blooded creatures, swoop down, and when their long, sharp proboscis is attached, the blood of the victim is drawn through to be eaten.

Stirges attack as if they were creatures with 4 hit dice rather than 1 + 1. The snakey proboscis of a stirge inflicts 1-3 hit points of damage when it hits. Each melee round after striking, until it has drained 12 hit points value in blood, the stirge drains blood equal to 1-4 hit points. Bloated with blood, a stirge draining 12 hit points worth will flap off to digest its repast. The only method to detach a stirge from its prey is to kill it.

Description: The feathers of a stirge are rusty red to red brown. Its eyes and feet are yellowish. The dangling proboscis of a stirge is pink at the tip, fading to gray at the base.



STRANGLE WEED

FREQUENCY: *Common*
 NO. APPEARING: 3-12
 ARMOR CLASS: 6
 MOVE: *Nil*
 HIT DICE: 2-4
 % IN LAIR: 100%
 TREASURE TYPE: J-N, Q, C
(magic only)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *See below*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Strangle weed is an intelligent kelp found in relatively warm sea water. A bed of this carnivorous plant is indistinguishable from normal seaweed. The plant grows in an oval with 3-12 fronds in a patch of 3-12 square feet. The fronds vary from 7' to 12' long, and any creature within grasp of 1 or more fronds will be attacked. A hit by the strangle weed indicates the victim is entwined by the attacking frond. Each frond has a strength of 4-16 points. A victim compares its strength against the frond or fronds which have entwined it. The difference in the victim's favor is its chance of escaping, i.e., 1 equals 10%, 2 is 20%, etc. A negative difference, a balance in favor of the weed, indicates the victim has taken that number of points of crushing damage, i.e. a victim's strength of 18 compared to the 3 fronds holding it, 30, so the strangle weeds inflict 12 points of damage on their prey. Any creature entwined strikes at -2 on its "to hit" rolls. Treasure is found beneath the sand of the bed of the strangle weed — left by former victims.

SU-MONSTER

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-12
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 5 + 5
 % IN LAIR: 30%
 TREASURE TYPE: C, Y
 NO. OF ATTACKS: 5
 DAMAGE/ATTACK: 1-4 (X 4)/2-8
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic*
 SIZE: M
 PSIONIC ABILITY: 120
 Attack/Defense Modes: *See below*



Su-monsters inhabit forsaken wilderness areas and subterranean lairs as well. They have prehensile tails which they use to swing from limb to limb or to hang upside down. From such a position they can attack with all four of their clawed feet as well as their jaws. All four feet are prehensile and armed with long and extremely sharp nails as well. Su-monsters are at home upright or hanging upside down — the latter being one of their favorite methods of lurking for prey. If more than 4 are encountered it is likely (50%) that the group will be a male, female, and young (determine growth state by rolling a 20-sided die for maturity, using 10% increment, and treating 10% as 20% and 100% as 30%). The female will fight at double value for six turns if the young are attacked, and the male will fight at double value for four turns if the female is attacked. Su-monsters have a latent psionic ability which enables them to deliver some form of psionic attack once per day if psionic activity is being used within 12" of them. Determine attack form by rolling a 6-sided die: 1-2 = *psychic crush*, 2-4 = *psionic blast*, 5-6 = *mind thrust*. Psionic defense is not necessary as the su-monster is not itself subject to psionic attack.

Description: The fur of a su-monster is dirty gray. The creature's tail and face are black, its paws are bloody red.

SUNDEW, GIANT

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 7
 MOVE: 1"
 HIT DICE: 8
 % IN LAIR: 0%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: *Special*
 DAMAGE/ATTACKS: 1-3
(see below)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/nil*
 LEVEL/X.P. VALUE:
 VII/1075 + 10/hp

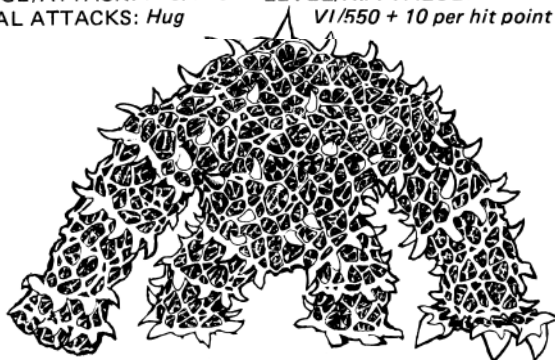
Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hair-like roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It derives its sustenance primarily from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations, and when anything moves within 5 feet of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of tendrils, and up to 6 may attack each creature in range each round. These tendrils end in sticky globs of sap. For every 3 tendrils that strike a victim, that victim will suffer a -1 on its subsequent to-hit rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be -2 on its to-hit roll. If a 20 is rolled to hit by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition to its clogging effect, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. The chance these tendrils may be broken is the same as that for opening doors for each character, and each tendril should be checked individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only non-magical way to prevent suffocation. Due to the plant's sticky exterior, missile and fire-based attacks will only do half-damage.

Giant sundews appear as 3-4 foot high mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested, and the air will often have a thick odor like sweet syrup.

SUSSURUS

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 4
 MOVE: 15"
 HIT DICE: 8
 % IN LAIR: 100%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8/1-8
 SPECIAL ATTACKS: *Hug*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Not known*
 Attack/Defense Modes: *Not known*
 LEVEL/X.P. VALUE:
 VI/550 + 10 per hit point



The size of a large gorilla, the sussurus appears at first sight like a headless ape which moves on all four limbs. In fact the 7' tall beast has no external organs, nor anything resembling a head. It 'sees' and 'hears' through vibrations and disturbances in the air and is therefore immune to all forms of magic which have their effects through such normal senses. It can thus detect the presence of invisible objects and beings.

The exoskeleton of the sussurus is honeycombed with small ducts and tiny passages through which the beast continually draws in the air on which it feeds. This constant inhalation causes the characteristic 'dronesong' associated with the beast which only ceases when the beast dies. This weird sound is like a gentle wind blowing through trees; it can be heard up to ¼ of a mile away in still air through unobstructed airways, and one closed door in the path will not attenuate the sound sufficiently to render it inaudible at such distances. Underground, the sound reverberates around corridors and rooms, making location of its source difficult.

The dronesong has a curious effect on undead creatures, causing them to feel 'at peace' and to be rendered inert — an effect known as the 'sleep of the dead'. Any number may be slept by these means, but otherwise the dronesong acts as though it were an attempt by a second level cleric to turn away undead (so skeletons are affected on a roll of 7–20, zombies on a roll of 10–20, ghouls on a roll of 13–20, shadows on a roll of 16–20, wights on a roll of 19–20, ghosts on a roll of 20 and wraiths and more powerful undead are not affected). While 'asleep' the undead cannot be turned or destroyed, but if they are attacked physically they will awaken to defend themselves.

In windy locations it will often be immobile, taking in the air, and in such conditions it is 10% easier to surprise than normal (15% instead of the normal 5%). It is fast-moving, aggressive and dangerous when encountered, fighting with the claws on its two 'forepaws', each of which can inflict 1–8 hit points of damage. Additionally, if either claw hits on a roll of 18 or more (or a 20 in any event) the victim is crushed onto the exoskeletal spikes and suffers an additional 3–24 hit points of damage from this 'hug'.

The sussurus loathes fire and will immediately attack anyone carrying a torch or a lantern in an attempt to destroy the oxygen-consuming flames.

The sussurus is believed to have a life-span of over 1,000 years. Though it has no language as such, a sussurus communicates with others of its kind by slight and subtle variation in the dronesong; however it is only very rarely that two sussuri are close enough together to communicate in this way.

SWAN

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2-16
 (25%/75%)
ARMOR CLASS: 7
MOVE: 3"/18" (MC:D)
HIT DICE: 1+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1/1/1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 Surprised only 1 in 10
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal +
ALIGNMENT: Neutral
SIZE: M (8' wingspan)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE: I/Nil

These aquatic birds tend to inhabit areas which similar waterfowl frequent—rivers, ponds, lakes, and marshes. A single swan will always be male (a cob). It is only 25% probable that a lone swan will be encountered. Otherwise, encounters will be with mated pairs of cobs and pens

(females) and their immature (but full-grown) cygnets. The latter will number 1-2 per mated pair. In situations where the swan's territory is invaded or the creatures actually attacked, both cob and pen will aggressively threaten or attack as circumstances warrant. Attack is by flying leap, a strong bill strike, and blows with both wings. This attack mode is 50% likely to blind and disorient an opponent so as to make any return attack in that melee round impossible. Also, swans (much as geese) have exceptional senses, so that the approach of any danger will be noted 90% of the time. If there are eggs, the nest will contain 1-3. If there are no eggs or nestlings, the swans will escape by swimming or flying when severe danger threatens.

SWANMAY

FREQUENCY: Very rare
NO. APPEARING: 1 or 2-5
ARMOR CLASS: 7
MOVE: 3" or 15" and/18"
 (MC:D)
HIT DICE: 2 or more
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: As swan
 or human
DAMAGE/ATTACK: As swan
 or by weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 2% per hit die
INTELLIGENCE: High to genius
ALIGNMENT: As ranger
SIZE: M
PSIONIC ABILITY: Unlikely
 Attack/Defense Modes:
 See below
LEVEL/X.P. VALUE:
 Variable/variable



A swanmay is a human female who has the magical power to change herself into a swan. Although this power is conveyed through the aweomer or an item, no male is known to have ever possessed and successfully used a captured item of this sort. The power to become a swan is typically contained in a feather token or feathered garment (both of which become part of the feathering of the swan), or possibly a signet ring (which will become a band on the swan's leg).

A swanmay can be harmed only by +1 or better magic weapons when in swan form. Also, in that form, she has a magic resistance of 2% per hit die. In human form, all swanmays are rangers. Thus, they possess all of the characteristics and abilities of that subclass of fighters. To find the level of a swanmay, 2d6 are rolled, and this shows the level between 1st (2) and 11th (12), i.e., 3 indicates a 2nd level swanmay/ranger, 4 a 3rd level, etc. Although rangers, swanmays are principally attuned to solitude, nature, and the company of their adopted kind. Thus, while they might aid good persons in need, they otherwise shun humanity and civilization, and abhor subterranean places even more than enclosed places above ground. They attract no followers. The swanmay may possess psionics as a normal human.

When encountered, a swanmay will have light armor and attendant gear, bow and arrows, sword, and dagger carefully hidden somewhere nearby. These items will not usually be magical. Swanmays are typically friendly with the little folk of the woods, such as sylvan elves, dryads, and like creatures. They dislike noisy, brash creatures, ferocious beasts, and all Evil. Only druids are known to associate regularly with swanmays, and then only because of the latter's desire for druidical assistance against some evil.

SWORDFISH

FREQUENCY: Uncommon
 NO. APPEARING: 1-8
 ARMOR CLASS: 6
 MOVE: //24"
 HIT DICE: 1+1, 2+2, or 3+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 2-12, 3-12, or 4-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M to L (2+2 or 3+3)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/35 + 3/hp

These hardy fish are common to salt water. They are fast and generally nonaggressive, fleeing rather than fighting. However, if attacked, maddened, or controlled or trained, they will use their long, bony "sword" as a fearsome weapon. Swordfish of smaller size are typically kept as pets and used as guards by aquatic elves and dolphin communities.

SYLPH

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 9
 MOVE: 12"/36"
 HIT DICE: 3
 % IN LAIR: 10%
 TREASURE TYPE: Q (X 10), X
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral (good)
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Sylphs are very beautiful creatures similar to nymphs. The sylphs, however, dwell primarily in aerial places. They are fond of flitting about, and it is not likely that they will be encountered near the place where they dwell.

Sylphs sometimes (20%) befriend creatures of good alignment, aiding them in some way. A sylph has magical ability of 7th level (4 — 1st level spells, 3 — 2nd, 2 — 3rd, and 1 — 4th once per day) in addition to the abilities of invisibility at will and conjuring an air elemental once per week.

Sylphs speak their own and the common tongue.



TABAXI (Cat-man)

FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOUR CLASS: 6
 MOVE: 15"
 HIT DICE: 2
 % IN LAIR: 15 %
 TREASURE TYPE: Magical sword
 or miscellaneous weapon 5%
 NO. OF ATTACKS: 3 or by
 weapon type
 DAMAGE/ATTACK: 1-3/1-3/1-3
 or by weapon type
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average (high
 cunning)
 ALIGNMENT: Chaotic neutral
 SIZE: M (6½' tall)
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE: 11/20 + 2 per hit point



The tabaxi (or cat-men, as they are known to most humans) are a race of intelligent feline humanoids which inhabit the far reaches of tropical jungles, avoiding both humans and sapient non-humans. They live in small prides of 2-8 members, each pride roaming a large territory and rarely having anything to do with other prides.

The tabaxi are extraordinary hunters, taking their prey through surprise and quick ambush. Two of them will often chase an animal directly onto the claws of a third. They have learned how to avoid detection by disguising their scent with aromatic herbs. This, combined with their natural camouflage and ability to move quickly and silently, makes them deadly opponents in the tropical forest. Like other cats, they will sometimes 'play' with their wounded prey until it expires. They are also very adept at recognising a trap for what it is — there is only a 10% chance of trapping a cat-man even if the trap is very carefully hidden and cunningly constructed.

They are tool-users when they find it convenient to be so. Their tools usually consist of bone or wooden weapons, with nothing more intricate than a bola or atlatl. However, tabaxi have an amazing aptitude for weaponry, and can discover the use of a weapon, and become adept in its use, in a remarkably short time so long as the weapon is not a complex one.

Tabaxi will generally avoid human intruders in their forests, unless they see an easy opportunity for the acquisition of weaponry.

The cat-men are tall and lithe and move with the smooth-easy grace of cats. Their fine fur is tawny and striped with black, in a pattern similar to that of a tiger. They wear no clothing. Their eyes are green-yellow and slit-pupilled. They have retractable claws. A pride will generally be 1-3 young (1 hit die, 50% chance of fighting if attacked, 50% chance of fleeing) 1-3 males and 1-3 females. The females are at least the equal of the males in fighting ability.

Tabaxi speak a small amount of the common tongue in addition to their own language. They will not engage in trade, as they consider it demeaning.

Unless armed with a weapon, a cat-man will fight with its two fore-claws (1-3 hit points of damage each) and its bite (1-3 hit points of damage).

TAER

FREQUENCY: Very
 NO. APPEARING: 11-30
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 3+6
 % IN LAIR: 40%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 3 or 1
 DAMAGE/ATTACK:
 1-6/1-4/1-4 or weapon
 SPECIAL ATTACKS: Stench
 SPECIAL DEFENSES:
 Immune to cold
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 (very cunning)
 ALIGNMENT: Neutral
 SIZE: M (6-1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/150 + 4/hp



The vile race of taers inhabits the coldest mountain regions, dwelling in caves and continually hunting for food. Normal attack is by kick, punch, and bite, although 50% of these creatures will have crude spears which they will hurl prior to closing for melee. Spear hurling is at +1 to hit and +3 to damage.

The taers ooze a fatty excretion which has a particularly vile odor. Any creature within 10 feet of a taer must save vs. breath weapon or suffer a disorientation and nausea which will last for 2-5 hours. Attacks will be penalized by -2 to hit probability and -1 damage. This same secretion aids these creatures to withstand cold, even of the magical sort.

Taers' treasure is typically a collection, of polished teeth, horns, and crudely sculpted stone idols. There is a 15% chance for real treasure captured from some human victims. If such treasure does exist, there is a 10% chance for 1 magic item to be included, especially a weapon.

Taers resemble white-haired, greasy, shaggy cavemen. They might, in fact, be some kin to mankind. Hair color is gray to snow white. The head is large but has virtually no forehead.

TARRASQUE

FREQUENCY: Unique
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 9" (+6" rush)
 HIT DICE: 300 hp
 % IN LAIR: See below
 TREASURE TYPE: See below
 NO. OF ATTACKS: 6
 DAMAGE/ATTACK:
 1-12/1-2/2-24/5-50/1-10/1-10
 SPECIAL ATTACKS:
 "Sharpness" bite, terror
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L (50' long)
 PSIONIC ABILITY: Nil (immune to psionics)
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: X/37,500



The legendary tarrasque is possibly the most dreaded monster of all, for when it is active it ravishes the countryside for miles. All vegetation and animal life is devoured or driven away. The land through which the monster passes becomes a barren waste which requires years to recover. The tarrasque eats voraciously and continually, and all living things are food to it, although it prefers warm-blooded creatures over others. Normal attack modes of the tarrasque are with 2 forelimb claws, a sweeping tail lash inflicting 2-24 points of damage, a savage bite (the effect of which resembles a *sword of sharpness* in that a to-hit score of 18 or better indicates that a victim has some portion severed, such as a limb, head, torso, etc.), and 2 thrusting horn attacks for 1-10 points of damage each. The rush of the tarrasque is possible but once every turn, because the monster is so large and ponderous.

The mere sight of the tarrasque is so terrifying that creatures under 3 levels or hit dice will be paralyzed until it is out of their range of vision (no saving throw).

Creatures of 3 or more levels or hit dice will flee in panic, although those of 7 or more levels or hit dice who manage to save vs. paralyzation, will not be so affected.

The tarrasque has a carapace of exceptional hardness and reflective quality. Bolts and rays such as *lightning bolts*, *cones of cold*, and even *magic missiles* are useless against the tarrasque. The reflection is such that 1 in 6 such attacks actually reflect directly back upon the caster, while the remainder bounce harmlessly away from the monster. Fire of any sort has no effect upon the tarrasque. The monster's metabolic rate is such that it regenerates 1 hit point per round after sustaining damage. The tarrasque can be struck only by +1 or better magic weapons.

The slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a *wish* for its death then used. Otherwise, even the slightest piece of the tarrasque will regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, will yield gems—10-100 diamonds of 1000 gp base value each. The underbelly material, mixed with the creature's blood and meteoric iron, will produce a metal which can be forged by dwarf blacksmiths into 1-4 shields of +5 magical power.

It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging all but a few square miles of land. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5-20 months before coming forth again. Once every decade or so, the monster will be particularly active, staying abroad for several months. Thereafter its period of dormancy becomes 4-16 years long unless disturbed. The ratio of active to dormant state appears to be about 1:30.

TASLOI

FREQUENCY: Rare
 NO. APPEARING: 10-100
 ARMOR CLASS: 6 (5)
 MOVE: 9" @15"
 HIT DICE: 1
 % IN LAIR: 30%
 TREASURE TYPE: Q (x5)
 NO. OF ATTACKS: 2 or 1
 DAMAGE/ATTACK: 1-3/1-3
 or by weapon type
 SPECIAL ATTACKS:
 Surprise 1-4
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Chaotic evil
 SIZE: S (2-3')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/10 + 1/hp



Living in steamy tropical forests, these creatures are rarely seen by man. Shy and malicious, they prefer to lurk in the tree tops where they may surprise the weak and unwary. Adapted to life above ground, they are slow and clumsy when forced to earth, adopting a semi-erect posture. They are quick and nimble in the arboreal passageways, however. Masters of stealth, tasloi surprise on a 1-4 (1d6). They may also hide in shadows 75% of the time. They have infravision and are suited to dark jungles. Full daylight will cause a -1 on their to-hit rolls.

Tasloi will eat anything, but they particularly like all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they will use their nets. If a party is too vigilant or prepared, the tasloi will attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi will attempt to steal the dead of an enemy after an attack.

The tasloi live in loosely-structured bands of several families. For every band of 70 or more, there will be a chief (5 HD). There is a 30% chance that any band will have a shaman. Tasloi shamans may advance up to 5th level. Weapons carried are as follows: small shield and javelin (AC 5) 20%; club and javelin 40%; short sword and small shield (AC 5) 10%; javelin and net 15%; short sword and net 10%; javelin and lasso 5%. When using a shield, the armor class of the tasloi becomes 5. Javelins and shields are customarily carried on their backs when they travel through the trees.

When found in their lair, in addition to the males, there will be 70% females and 50% young. Females will fight as normal tasloi, but the young will not fight at all. The lair will consist of a series of 1-6 large trees with 4-24 platforms 50-100 feet from the ground. All the trees will be connected by vines and ropes. There is a 60% chance of the tasloi having 1-6 trained giant spiders and a 20% chance of their having 2-8 trained giant wasps. It is said the tasloi are able to ride wasps great distances.

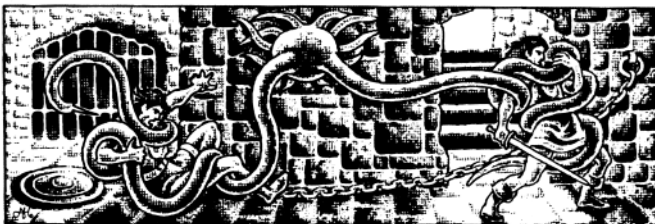
Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have also learned a pidgin Common that they use when trading.

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color. Their feet are long and prehensile. Often they can be heard at night, speaking in their high and whispery voices.

TENTAMORT

FREQUENCY: Rare
 NO. APPEARING: 1-10
 ARMOUR CLASS: 3 (tentacles);
 1 (head/body)
 MOVE: 1"
 HIT DICE: 2 per tentacle + 4 for
 the head/body for 8 total
 % IN LAIR: 95%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Constriction/
 paralysis/special
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (but tentacles 10' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
 V/475+6 per hit point



There are a number of names by which this creature is known, but 'tentamort' is now in most common usage. The head/body of the creature is quite small, in shape approximating to a sphere 2' in diameter. From it grow a number of small tentacles, each of which carries a row of suckers; using these, the creature can attach itself firmly to almost any surface and can move slowly across that surface. From the side of the body opposite the small tentacles grow two longer (10' long) and thicker (up to 5" diameter) tentacles. Each of these long tentacles has 2 hit dice and operates independently of the other, attacking as a monster with 2 hit dice. The head/body has 4 hit dice but does not itself attack.

One of the long tentacles is a powerful constrictor. If it hits a victim it will lash for 1-6 hit points of damage. A natural roll of 20, or a roll 2 or more greater than that required to hit, means that it has wrapped itself round a victim, pinning his arms to his sides, and will automatically (no 'to hit' roll needed) constrict for 1-6 hit points of damage each round thereafter until the tentacle or its victim is dead.

The other long tentacle has a hollow needle of bone, 6" long, at its end. That tentacle will also flail a victim for 1-6 hit points of damage and will also wrap itself round a victim on the required roll (20 or 2 or more greater than normal). This tentacle does not constrict; instead, the melee round following the one in which the victim was trapped, the needle will be inserted into the victim's flesh and he will be paralysed instantly unless he makes a successful saving throw. Through the needle, the creature will then inject a saliva-like fluid into the victim, taking two melee rounds to inject a full dose if the victim is man-sized. (This takes but one round if the victim is smaller than man-sized, three or four rounds if larger than man-sized). When the necessary dose has been administered, the victim's internal organs will begin to soften and the creature will suck them out of the victim's body through the needle. A man will die after two melee rounds of this treatment (adjust this figure as above for creatures smaller or larger than man-sized). If the tentacle is 'killed' during the time in which the saliva is being injected, it will detach from the victim and *cure disease* must be administered within an hour or the victim will die. Once the dose of saliva has been administered, however, only more powerful curative magic will save the victim from death within an hour even if the tentacle is detached immediately. The *heal* spell will be effective, as will *regenerate* followed by *cure wounds*.

If the head/body is killed both tentacles cease to function, but killing one long tentacle does not affect the other.

If two victims are within reach, the tentacles will attack different targets, but if only one victim is available in range, both tentacles will concentrate on him.

The creature is a dark grey-green in colour; the needle is the colour of bone.

TERITHRAN

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 3 (6)
 MOVE: 15" (18")
 HIT DICE: 5+1
 % IN LAIR: *Nil (100%)*
 TREASURE TYPE: *Various discharged magical items, mostly useless.*
 NO OF ATTACKS: 2
 DAMAGE/ATTACK: 2-5/2-5
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES:
 Silver or magical weapons required to hit
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: *Low average*
 ALIGNMENT: *Neutral*
 SIZE: *S (4' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 V1/575 + 6 per hit point

The Terithran is a creature of the *Ethereal Plane* — a short (4' tall) biped with long sinewy arms and an unusually large mis-shapen head. When on the *Prime Material Plane* it has a faint, shadowy appearance (though not so faint as a non-corporeal monster) which gives it AC3, though its actual AC is 6. Figures in parentheses above refer to characteristics on the *Ethereal Plane*.

In normal melee the creature fights with two claws for 2-5 hit points of damage each, but it will try to avoid this type of fighting if possible so as to make full use of its unique magical powers.

The terithran has come to dislike the swirls, eddies and warps which the use of large amounts of magic on the *Prime Material Plane* causes on the *Ethereal Plane*, its homeland (where it is never found out of its lair). If it notices such disturbances, it will materialise in the area of the magic-user responsible on the *Prime Material Plane* (1'-10' away from him) and attempt to drain his power and take him back to the *Ethereal Plane* for punishment. It will only appear when magic is being used, and then only if the magic is powerful enough. Clerical or druidic magic will not attract it, but magic cast by a magic-user or illusionist will (as could magic-user spells cast by a high level ranger).

Generally speaking, the use of a single spell will not attract the attention of a terithran unless the spell is of high level. Use of an 8th level magic-user spell has a 20% chance of attracting its attention, a 9th level spell 30% (a 6th level illusionist spell has a 10% chance, a 7th level spell 20%). Continual use of lower-level magic may attract it, however; if a total of 16 or more spell-levels of magic-user spells (or 13 of illusionist spells) have been used in successive melee rounds, even if no high-level spells have been involved, there is a 65% chance that a terithran has been attracted. Similarly, three consecutive uses of a magic item (such as a *wand of cold*) has the same chance of attracting it. Note that the spells need not have been cast by the same person; the requirement is fulfilled if all the spells have effect in the same 60'x60' area, though if more than one person has been involved in the magic-use, the terithran will appear half-way between them.

Note that spell-use by monsters will attract the terithran in the same way, and with the same chance, as spell-use by characters.

The terithran is 50% magic resistant on either *Plane* and also has a number of innate magical powers and one innate magical ability. The ability is *detect magic* and it has unlimited use of this. Its magical powers are:

Stunning blast: a charge of ethereal waves with the effect of a *power word: stun* on all creatures within a 10' radius; a saving throw against magic negates the effect.

Drain power: this power removes all magic ability from a magic-user (or illusionist or ranger) until an appropriate regenerative time has passed — treat as though the spell-caster had used up all his spells; a successful save as against breath weapons will negate this effect.

Cause serious wounds: as the clerical spell, activated by touch (a normal attack roll is required); there is no saving throw.

Transportation: this permits the terithran to transport itself and one other person (the offending spell-user) back to the *Ethereal Plane*; the victim must first be grasped (treat as a normal hit with two claws — if one or both score a 'hit' the victim has been grasped) but there is no saving throw.

While on the *Prime Material Plane* the terithran is limited to 6 power-uses per day. While in an encounter, therefore, it will have as its prime objective the grasping of the target spell-user and his transportation back to the *Ethereal Plane*; it will thus reserve one power-use for *transportation*, either with a victim or, if it fails to grasp and the melee is going against it, alone in escape. However it will use other powers (up to a maximum of 5 usages) to defend itself, to get to its intended victim and so forth.

Note that the touch of the terithran does not automatically *cause serious wounds*; this is only the case if the creature is using that particular power in that melee round (though if it is, the claw damage also applies).

If the creature is encountered (in its lair) on the *Ethereal Plane*, its claws do 2-9 hit points of damage each, it can have 16 power-uses per day and the power of *stunning blast* inflicts 2-7 8-sided dice of damage.

On the *Prime Material Plane* the terithran can only be hit by silver or magical weapons.



TERMITE, GIANT HARVESTER

	Worker	Soldier
FREQUENCY:	See below	See below
NO. APPEARING:	6-60	3-18
ARMOR CLASS:	2/10 (head/body)	2/8 (head/body)
MOVE:	9"	9"
HIT DICE:	1+2	2+2
% IN LAIR:	20%	20%
TREASURE TYPE:	See below	
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-2	1-4
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Semi-
ALIGNMENT:	Neutral	Neutral
SIZE:	S (3' long)	M (4½' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE	1/20 +2/hp King - V/500 +10/hp Queen - VI/900 +13/hp	II/50 +3/hp

Giant termites are found in subtropical and tropical forests and jungles where large amounts of vegetation are available. The nest will consist of a stone-hard mound about 100 feet in diameter and 200-500 feet high. There will be numerous circular openings near the top, each of 5-8 feet in diameter. These holes lead to vertical, diagonal and horizontal passages, which in turn lead to various chambers underground.

Termites are nocturnal and shun light. A group of workers numbering more than 30 will always be accompanied by 3-16 soldier termites. While the weak-mandibled worker is able to bit for only 1-2 points of damage, soldier termites have strong jaws and are able to spit an irritating fluid (similar to kerosene). This liquid will blind any creature struck unless a saving throw vs. poison is successful.

Blindness lasts for 5-20 rounds. The fluid will burn if exposed to flame or heat, and the effect of 1 quantity spit on a target and ignited will inflict 5-16 points of burning damage. The fluid can be spit but once per turn. Range is 1," volume is about 1 pint.

In the lair there will always be 10 times the number of workers and soldiers first encountered, but these creatures will be spread throughout the nest.

There will be the following additional giant harvester termites:

5-30	workers/attendants in egg chamber
2-12	soldier/guards in egg chamber
4-24	worker/attendants in royal chamber
2-8	soldier/guards in royal chamber
1	king (AC 5; MV 6"; HD 6+6; hp 30 or more; #AT +1; Dmg 3-18; SA double range and quantity fluid spit possible every other round) size L
1	queen (AC 4; MV 3"; HD 8+8; hp 40 or more; #AT +1; Dmg 5-30) size L

Obviously, the king and queen termites will be found only in the royal chamber somewhere near the bottom of the underground levels of the nest. The egg chamber will be nearby. There will be as many eggs in this chamber as there are workers and soldiers combined. When either the egg or royal chambers are entered by intruders, all regular termites (not special attendants and guards) will begin moving to the violated area. Meanwhile, termites already there will fight fiercely to protect the place. All such workers and guards get a +1 both to hit and to damage. This applies to workers and soldiers entering later as well.

Somewhere near the royal chamber there will be a shaft leading to a repository well. There, unusable metal and mineral items are dumped. It is possible that there will be incidental treasure there. Such treasure will be rare and of small value in most cases.

The worst enemies of giant termites are formians, for formians are bigger and more intelligent, hate termites, and enjoy eating their eggs. If giant termites detect such raiders, they will immediately rush to defend their nest. Communications between giant termites are usually accomplished by touching of antennae. In crisis situations, a broadcast telepathic call is sent out.

THORK

FREQUENCY:	Very rare
NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVE:	6"/6"
HIT DICE:	3
% IN LAIR:	90%
TREASURE TYPE:	1-20 platinum pieces
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Animal
ALIGNMENT:	Neutral
SIZE:	L (9' tall)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil
LEVEL/X.P. VALUE:	III/90 + 3 per hit point



These stork-like birds live exclusively in or near water. Although they are similar to the stork in appearance and shape, closer inspection will reveal that the feathers are metallic — they are in fact pure copper — and for this reason a bird is worth up to 200 gold pieces. An observer will also notice that wisps of steam will normally be seen rising from the bird's beak, though no discernable heat is radiated by the body.

The 'boiler bird' is a benign creature and will only attack in self-defence — if an obviously hostile party approaches within 30', for example.

To attack, the thork squirts a jet of boiling water at its opponent. The jet takes the form of a cone with a 10' base diameter at the extreme range of 40'. If a victim is struck by the water jet, he will suffer 4-32 hit points of damage (a successful saving throw halves the damage). All opponents are treated as AC10 for the purposes of this attack.

The bird is capable of sucking in the necessary quantity of water and heating it in one melee round, so its breath weapon attack will take place one round after the creature decides on this course of action. However it is capable of delivering only three such attacks each day, after which it will attempt to elude its enemies by swimming away (or, if it cannot escape, it will defend itself by striking with its beak for 1-6 hit points of damage).

The thork collects only platinum pieces or other small objects made of that metal; it normally conceals them under a boulder or in a chink in a rock face near the water's edge.

THOUGHT EATER

FREQUENCY:	Rare
NO. APPEARING:	1-3
ARMOR CLASS:	9
MOVE:	6"
HIT DICE:	3
% IN LAIR:	0%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	S
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil



Thought eaters are dwellers in the ether. Their senses, however, extend into the physical plane, and any psionic or psionic-related energy use in either area will attract their attention (range of ability or magic equals attraction range). The thought eater appears to be something like a sickly

gray, skeletal-bodied, enormous headed platypus to those who are able to observe it. Its webbed paws allow it to swim through the ether. It can be attacked only by ethereal creatures. Its only desire is to feed on the mental energy of prey it is attracted to, and if it comes within 6" of any creature in the ethereal or physical planes it will be able to absorb any psionic or spell energy they attempt to use; at a range of 1" the thought eater is able to begin feeding on the actual thoughts of even non-psionic creatures. Each thought eater is able to consume from 101-200 psionic energy points before becoming sated. Convert magical energy to psionic points on a basis of 5 points per spell level, and actual thought consumption converts to 1 intelligence point equalling 10 psionic energy points. Note that if it feeds on thoughts the creature loses intelligence permanently. At intelligence 0 the creature is dead, 1 equals mindlessness, 2 idiocy, 3 imbecility, and an intelligence of 4 is equivalent to a low-grade moron. Mental defenses, including a *mind blank* spell, and magical devices against psionic and psionic related powers thwart attacks of these horrid things.

THRI-KREEN (Mantis Warrior)

FREQUENCY: Rare
NO. APPEARING: 2-12
ARMOR CLASS: 5
MOVE: 18"
HIT DICE: 6+3
% IN LAIR: 5%
TREASURE TYPE: Q
NO. OF ATTACKS: 5 or 3
DAMAGE/ATTACK:
1-4(x4)/d41 or
by weapons +2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Dodge
missiles on roll of 9 or better
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic neutral
SIZE: M (6')
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/800 + 8/hp



The thri-kreen are a race of carnivorous insectmen who inhabit deserts and dry grasslands. They live in small, lightless burrows and are not social creatures. Thri-kreen warriors hunt many creatures, especially elves. These mantis warriors are strong and agile, able to leap 20 feet upward and 50 feet forward. The thri-kreen often use 2 specialized weapons of their own design. One is a polearm with a blade on each end which can be used to slash like a glaive or be thrown as a spear (damage 3-8). The other weapon is a small triangular "throwing wedge" carved from a hard crystalline substance. These wedges will return to the thrower and may be caught to be thrown again if they miss their target. A thri-kreen may carry up to 10 of the wedges and can throw them up to a distance of 9" (damage 3-6). A thri-kreen can successfully dodge missiles on a roll of 9 or better on 1d20.

Even unarmed, the insect warriors strike with 4 clawed, arm-like appendages (damage 1-4) and bite with their mandibles (damage 2-5). Anyone bitten must save vs. paralyzation or be paralyzed for 2-16 rounds.

THROAT LEECH

FREQUENCY: Common
NO. APPEARING: 1-6
ARMOUR CLASS: 10
MOVE: 1"/1"
HIT DICE: 1 hit point
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Choke
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (1" long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: I/6



This leech is about 1" long and resembles an inconspicuous twig. It is always found in fresh water (streams, pools etc.)

Anyone drinking water containing a leech may (10% chance) take it into his mouth unless the water is carefully filtered before drinking. The leech will fasten itself onto the soft flesh at the back of the victim's throat, sucking blood at the rate of 1-3 hit points of damage each melee round, until it becomes completely distended; after ten melee rounds of sucking, the leech will be bloated and will not suck any more blood.

Each melee round the leech is in the victim's throat, there is a 50% chance that the victim will choke, causing an additional 1-4 hit points of damage. A victim who chokes in three successive rounds will die at the third choking.

Apart from magical means which may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object such as a wire into the bloated leech; the hot metal will cause the leech to burst and no further damage is inflicted on the victim. However the person administering the 'cure' by this method runs a risk of burning the victim's throat for 1-4 hit points rather than the leech — the chance of a successful probe is 5% for each dexterity point of the person making the attempt.

THUNDER BEAST

FREQUENCY: Common
(Abyss only)
NO. APPEARING: 5-20 (adults)
ARMOR CLASS: 4
MOVE: 9" (18" charge)
HIT DICE: 4-9, +1/die
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Trampling
(see below)
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (elephant-sized)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/650 + 10/hp



These bloated, pig-like creatures roam in herds across the layers of the Abyss. They are known as thunder beasts because of their rumbling bellow, intestinal sounds, and offensive breath. The monsters subsist on both vegetation and ooze from which unwholesome growths spring. In turn, they feed many of the other creatures likewise inhabiting the place. Their flesh is rank, fibrous, and disgusting to all but demons and their ilk—and possibly even to them!

For every 2 adult creatures in a herd of thunder beasts there will be 1 immature specimen. The young have no attack form. Adults attack by biting or by a trampling charge. This latter attack form must be from 2" or greater distance when it commences. Damage inflicted is 1d4 per hit die if the attack succeeds. (Determine hit dice by rolling 1d6: 1=4, 2=5, 3=6, etc.; at least 1 in every 5 has 9 hit dice.) Frightened or angry thunder beasts will begin bellowing. In combat situations, each creature will breathe on its opponent. This breath builds to equal a *fog cloud* after 3 rounds. Creatures affected by odors will fight at -2 hit probability. The cloud persists for 1-4 rounds.

A thunder beast is pig- or hippo-like in form but with longer legs of which it has 6. Also, its body is quite round and appears swollen. The creature's head is low-set and cylindrical with fan-like ears and a huge mouth. It has small, beady eyes and no nostrils. The tail is broad, thick, flatish and fairly short. Color ranges from yellow brown to olive, all with darker mottling and warty growths.

THUNDERHERDER

FREQUENCY: Rare
 NO. APPEARING: 10-100+
 ARMOR CLASS: 3
 MOVE: 20" (9")
 HIT DICE: 7
 % IN LAIR: 5%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Earthquake
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/350 + 8/hp



Thunderherders are distant cousins to the purple worm but are not aggressive. These creatures travel in vast herds just a few feet under the ground. They are inoffensive and of sizes ranging from 3-5 feet wide and 5-10 feet long. They are found in desert regions.

The main dangers from thunderherders are the incidental earth tremors and the terrible trumpeting that they create as they stampede underground. They do no real damage but generate a great deal of confusion, knock over tents, and panic all pack animals. A single creature can cause a small tremor.

TICK, Giant

FREQUENCY: Rare
 NO. APPEARING: 3-12
 ARMOR CLASS: 3
 MOVE: 3"
 HIT DICE: 2-4
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: Blood drain
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant ticks are found in forests and occasionally in caves or caverns as well. These insects seek to drop upon prey, insert their hollow mouthtube, and suck blood from the victim. A hit by a giant tick scores 1-4 points of damage and indicates the monster has attached itself. Each melee round thereafter it will drain 1-6 hit points of blood, until reaching satiation at a blood drain equal to its hit points, when it drops off. A giant tick must be killed, severely burned, or immersed in water to detach it prior to satiation. Any creature bitten has a 50% chance of contracting a fatal disease from the tick. The disease will be fatal in 2-8 days unless a cure disease spell is cast upon the victim.

TIGER

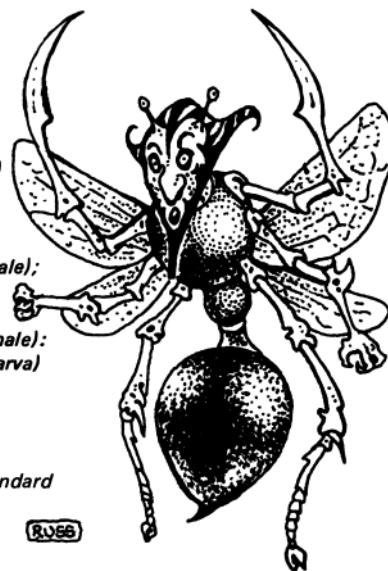
	Tiger	Sabre-Tooth (Smilodon)
FREQUENCY:	Uncommon	Rare
NO. APPEARING:	1-4	1-2
ARMOR CLASS:	6	6
MOVE:	12"	12"
HIT DICE:	5 + 5	7 + 2
% IN LAIR:	5%	10%
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/1-10	2-5/2-5/2-12
SPECIAL ATTACKS:	Rear claws for 2-8/2-8	Rear claws for 2-8/2-8
SPECIAL DEFENSES:	Surprised only on a 1	Surprised only on a 1
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Tigers range from subarctic to tropical areas, for they are highly adaptable and superb hunters. They often hunt in pairs or family groups. They climb well, can leap 10' upwards and 30' to 50' ahead in attack. If encountered in their lair there is a 25% chance that there will be 1-3 cubs there, these young having no effective attacks, and are from 30% to 60% mature. When they score 2 forepaw hits in one melee round, tigers also get 2 additional rear claw attacks each at 2-8 hit points damage that round.

Sabre-Tooth Tiger: The most aggressive and fearsome predator of the Pleistocene epoch, these giants are seldom encountered elsewhere. They range only in warm regions but otherwise conform to the characteristics of normal tigers. Their six inch long fangs inflict terrible wounds, and the size of these teeth, along with the power of the sabre-tooth tiger's jaws, give the creature a +2 on "to hit" dice.

TIGER FLY

FREQUENCY: Rare
 NO. APPEARING: 3-18
 ARMOUR CLASS:
 4 (male and female);
 9 (larva)
 MOVE: 6"/18"
 HIT DICE: 6 (male);
 4 (female); 1-1 (larva)
 % IN LAIR: 40%
 TREASURE TYPE: B
 NO. OF ATTACKS:
 2 and 1 (male); 1 (female);
 1 (larva)
 DAMAGE/ATTACK:
 1-8/1-8 and 4-24 (male);
 4-16 (female), 2-8 (larva)
 SPECIAL ATTACKS:
 Poison (male);
 paralysis (female)
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: M (5' tall)
 PSIONIC ABILITY: Nil
 Attack/Defence Modes: Nil
 LEVEL/X.P. VALUE:
 Male: V/275 + 6 per hit point
 Female: III/125 + 4 per hit point
 Larva: I/10 + 1 per hit point



The adult tiger fly is a large — almost man-sized — wasp with a human head and four 'arms'. The female's colouration is the same as that of a wasp, while the male is a uniform dull red. Tiger flies are manoeuvrability class C for the purposes of aerial combat.

Male tiger flies attack with two sickle-like forelimbs with which they can strike at the same opponent, even when flying. Each such successful attack inflicts 1–8 hit points of damage on the victim. The creature may also attempt to grasp its victim with its other two 'arms' — a normal 'to hit' roll is required, though these attacks inflict no damage — and if both these arms achieve hits the sting (which does 4–24 hit points of damage plus poison) is administered in the next melee round, requiring no 'to hit' roll. Once it has grasped a victim, the male tiger fly will not release him until the victim is dead or the tiger fly itself dies. Victims are permitted a saving throw against poison. The male tiger fly can use its sting 8 times per day.

The female will always attempt to attack with its sting and all four 'arms' will attempt to grasp a victim. A normal 'to hit' roll is required for each 'arm' and if two or more hit, the victim is grasped. The sting is administered in the next melee round, requiring no 'to hit' roll, and can be used up to 6 times per day. The sting inflicts 4–16 hit points of damage and paralyzes the victim (who is allowed a saving throw). Once the female tiger fly succeeds in paralyzing a victim it will lay its eggs in the victim's body and the larvae (1–3 per victim) will hatch in 13–24 hours whether the victim is killed or not. During the period following the injection of the eggs and the hatching of the larvae, only a very powerful spell such as *heal* will destroy the eggs. The victim will die from a massive internal haemorrhage when the hatching takes place and the larvae burrow out of his body.

Tiger fly larvae are white grubs which grow quickly to a length of 3½–4"; they have horned black heads and large mandibles. The larvae will attack anything which moves, including each other, their mandibles inflicting 2–8 hit points of damage. Each larva has 1–1 hit dice, AC9 and moves at 6" rate; it cannot fly until it later develops into an adult tiger fly.

TITAN

FREQUENCY: Very rare
NO. APPEARING: 1-2 (10%)
ARMOR CLASS: 2 to -3
MOVE: 21" or 15"
HIT DICE: 17-22
% IN LAIR: 10%
TREASURE TYPE: E, Q (× 10), R
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-42/8-48
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 60%
INTELLIGENCE: Genius to
 supra-genius
ALIGNMENT: Chaotic good
SIZE: L (18' + tall)
PSIONIC ABILITY: 101 to 200

Attack/Defense Modes: B, C, D, E/Special



Titans normally dwell on a plane somewhere above the material, but occasionally they will visit the latter plane for various periods of time. Those dwelling on the Prime Material Plane for an extended period will acquire treasure as indicated above.

To determine the armor class and hit dice of any given titan simply roll a 6-sided die: 1 = armor class 2 and 17 hit dice; 2 = 1 and 18; 3 = 0 and 19; 4 = -1 and 20; 5 = -2 and 21; and 6 = -3 and 22. Titans with only 17 or 18 hit dice move at 21". Those with 21 or 22 hit dice do 8-48 hit points of damage/attack.

Titans can become *invisible* at will. They can also *levitate* and/or become *ethereal* twice per day. All titans are able to employ both magic-user and clerical spells of 4th, 5th, 6th or even 7th level. To determine how many levels of spell use in each category a given titan possesses, simply roll a 4-sided die and add the result to 3. For each level of spell use, the titan can use 2 spells of each category, so the minimum number of magic spells possible for any titan is 8, and the same applies to clerical spells — 2 of 1st

level, 2 of 2nd level, 2 of 3rd level, and 2 of 4th level. (If specific titans are not prepared, simply determine which spells are known by any given titan at the time of encounter by random selection from the spell tables.) The *protection from evil* spell of titans is of twice normal strength with respect to lawful evil beings.

All titans possess 8 or more psionic abilities of the type possible for clerics. Roll two 6-sided dice and add the resulting number to a base of 6 to determine the total number of abilities. (Ignore the ability of *levitation*.) To determine psionic strength add the score rolled on percentile dice to a base of 100. They use all abilities at seventh mastery level. Psionic attacks have no effect on titans.

In addition to their own language, titans are able to speak the six dialects of the races of giants. All titans are also conversant in the common tongue as well as that of chaotic good.

Because of their particular predisposition, titans deal with storm giants on highly amicable terms. It is 20% probable that a storm giant will be with any single titan encountered.

Description: Titans appear very much as humans do, but they are all very muscular, handsome, and wear no facial hair. Their dress and armor appears Grecian.

TITANOTHERE

FREQUENCY: Uncommon
NO. APPEARING: 1-12
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 12
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Charge &
 trample
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (8')
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These huge and fearless plant-eaters roam the temperate plains of the Pleistocene era in herds. If more than 6 are encountered 1-4 of those numbering over one-half the possible total will be young, from 10% to 80% grown.

If any creature threatens the herd, the largest animals (males) will charge. If the charge strikes home, damage inflicted is double the amount shown on the dice (4-32). Titanotheres will trample (2-12 per foot) any opponent low enough for them to step upon.



TIRAPHEG

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 10
 MOVE: 3"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-4
 SPECIAL ATTACKS: *Strangle*
 SPECIAL DEFENCES: *Illusions*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *M (7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 III/73 + 2 per hit point



This tripedal hermaphrodite is 7' tall, naked and hairless. Its shape is human-like, but there are significant deviations from human form. The creature has three heads of which the outer two are featureless. The middle head has three large, deeply-inset eyes, two to the front, (above the nose as a human) and one to the rear; it has ear-like organs on each side, but no mouth.

From the body of the creature spring three arms; the two at the shoulders are jointed in such a way that they can attack to the rear with equal facility as to the front of the body — these are prehensile limbs with a 6" long spike at the end of each. The third arm, emerging centrally from the chest, is like a human arm except that the hand has three strong fingers. Of the creature's three legs, the outer two are stumps and the central one has three unusually long and strong toes.

The tirapheg's mouth is located in its belly below the central arm; this is for the sole purpose of eating, the creature's favourite diet being decayed flesh. Above the mouth are three 3" long tentacles which writhe continuously — the function of these organs is unknown.

When this curious creature attacks to its rear the spikes will strike a victim at -2 on the 'to hit' roll because the single eye gives poor depth of vision. A spike causes 1-4 hit points of damage if it hits.

When attacking to its front, the creature strikes with the spikes, though with no 'to hit' penalty; if both spikes hit a victim, the central arm will hit the same victim automatically, requiring no 'to hit' roll, grasping the victim's neck and strangling him for an additional 1-4 hit points of damage.

Normally the tirapheg will shy away from other creatures, but its behaviour can be unpredictable and it has been known for a tirapheg to attack a party of adventurers for no apparent reason.

If the creature is cornered in melee, with the fight going against it but a retreat impossible (it moves very slowly) it will project two *illusions* — replicas of itself — which it controls telepathically. These illusions will fight as the original creature and will take no damage themselves, though they will do damage to opponents if they are not recognised for what they are (treat as *phantasmal force* except that the illusions disappear only when the creature is killed or when its opponents retreat out of sight). At the instant the illusions are created by the creature, it has the ability to generate a split-second blinding flash of light (to cover the appearance of the illusions) which causes all creatures and persons within a 30' range to stand *confused* for one melee round. The tirapheg and its illusions can attack in the melee round in which the illusions are created.

TOAD, Giant

	Giant Toad	Ice Toad	Poisonous Toad
FREQUENCY:	Common	Rare	Uncommon
NO. APPEARING:	1-12	1-4	1-8
ARMOR CLASS:	6	4	7
MOVE:	6" + 6" hop	9"	6" + 6" hop
HIT DICE:	2 + 4	5	2
% IN LAIR:	0%	40%	0%
TREASURE TYPE:	Nil	C	Nil
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-8	3-12	2-5
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Animal	Average	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	L	M
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads are prone to devour any creature which appears edible. All toads are capable of hopping their movement distance. This hop clears objects up to one-third the linear distance in height, and it requires but a single melee round to accomplish, and they can attack in mid-air or at the end of their leap.

Ice Toad: These creatures are found in cold climes or far beneath the surface of the ground. In addition to their typical abilities these monsters are able to radiate cold in a 1" radius from their body.

All non-cold using creatures within 1" of the ice toad suffer 3-18 points of damage. The toad can do this but once every other melee round. The ice toads have their own weird language.

Poisonous Toad: The poisonous type of giant toad is indistinguishable from non-poisonous toads. Their bite necessitates a saving throw versus poison, or the victim will die immediately.



TRANSPOSER

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 6 (up to 48 hp)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: M (5' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/525 + 7/hp

The bipedal transposer appears vaguely humanoid, although it has no actual features and its limbs end in sucker-like members. It attacks by lashing its arms, and the horny-ridged suckers inflict 1-6 points of damage to the victim. Such a hit also sets up a field of some unknown kind between the creature and the opponent so struck. Thereafter, any damage inflicted by that opponent upon the transposer does the attacker harm and restores hit points to the transposer in equal proportion. Thus a spell attack for 20 points of damage would harm the caster for that amount and restore or build the transposer's hit points to its maximum of 48. Weapon attacks are likewise transposed to harm the attacker and benefit the transposer. Only healing-type spells will harm the creature if the opponent has been contacted by a successful transposer attack. In such case, the curative effect damages the transposer and restores the individual casting the healing spell at the monster. Of course, opponents not bound to the transposer by the field will harm the creature normally.

In order to disguise itself and its powers, a transposer will use a minor illusion ability, a sort of *change self* power, to appear as a human, demihuman, etc., in order to entice prey into melee. The illusion power is destroyed only if the transposer flees or is slain. Special aids or disbelief can detect the ruse, but such must be actively employed.

TRAPPER

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 3"
HIT DICE: 12
% IN LAIR: 85%
TREASURE TYPE: G
NO. OF ATTACKS: 4+

DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Standard*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Highly*
ALIGNMENT: *Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Trappers are clever monsters found only in caves, caverns, and other dark places. They prefer a subterranean habitation to all others. They shape their flat bodies to conform to the floor surface of their abode. Being of a consistency almost as hard as stone, trappers are nearly impossible to detect (95%) by any normal means. Usually a trapper will wait until its prey is near its center (where it often creates a protuberance which resembles a chest or box) and then suddenly closes itself upon the unsuspecting victims. The trapper then crushes them doing a base damage of 4 plus the armor class of the victim per turn of crushing. Those entrapped are unable to use weapons, for the great musculature of the trapper prevents it. Prey will be smothered in 6 melee rounds regardless of the damage sustained. It must be killed or faced with certain death to make it free its prey. Its treasure is kept beneath it. Trappers are resistant to fire and cold (half or no damage).

Description: Trappers are amorphous in form, so they are able to shape themselves to the form of the floors of the places they choose to await prey. A typical trapper is able to cover an area of up to 400 square feet, and giant specimens can cover as much as 600 square feet. The trapper also has the advantage of being able to alter its coloration to blend with the color of the floor or ground upon which it rests.



TREANT

FREQUENCY: *Rare*
NO. APPEARING: 1-20
ARMOR CLASS: 0
MOVE: 12"
HIT DICE: 7-12
% IN LAIR: 10%
TREASURE TYPE: Q (X 5), S
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/3-18/4-24
(*See below*)

SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Never surprised*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Chaotic good*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Treants are strangely related to humans and trees, combining features of both species. They dwell in woods and forests and are basically indistinguishable from trees. They hate evil things or unrestrained use of fire. If need arises treants can actually cause trees to come to life, move 3" per turn, and attack as a full-grown treant (2 attacks for 4-24 hit points of damage/attack). Aroused treants must be within 6" of a normal tree to cause it to move, and an individual treant can cause only one or two normal trees to move and attack as stipulated.

Because of their body and skin structures, treants have a very superior armor class rating. However, against fire they lose this superiority. Attacks based on fire are at a + 4 on "to hit" dice; treants save against such attacks at a -4, and fire damage dice are + 1 hit point.

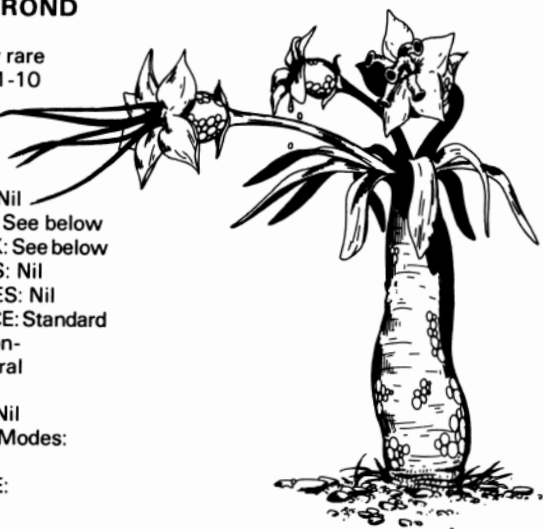
Treants of small size (12'-15' tall) have 7 or 8 hit dice and do 2-16 hit points of damage/attack, middle-sized treants (16'-19') have 9-10 hit dice and attack damage of 3-18, and those of large size (20'-23' +) have 11-12 hit dice and do 4-24 points of damage. Treants and treant-controlled trees cause 1 point of structural damage on fortifications (this is for both attacks possible to any given treant or treant-controlled tree), regardless of the size of the treant attacking.

A treant lair will typically be a vast cave screened by many plants and trees. Treants resent greatly uninvited entrance into such a place.



TRI-FLOWER FROND

FREQUENCY: Very rare
NO. APPEARING: 1-10
ARMOR CLASS: 9
MOVE: Nil
HIT DICE: 2+8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/120 + 3/hp



The deep green 5-8 foot tall stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. Each flower has its own function. The orange one shoots 2-8 tendrils from its center, each 3 feet long, and any creature struck must save vs. the poison from the pollen of a tendril or fall into a comatose slumber. The yellow bloom will bend over the sleeping victim immediately (sensitive rootlets note where the victim is) and tremble. This vibration looses a shower of sticky enzyme which causes 2-8 points of damage per round until the victim is completely rotted away. Each flask of water dumped upon a victim in the same round as the damage is done will reduce damage by 1 point; total immersion in water removes the sap entirely. The red flower extends tubular tendrils of 1 foot length, sinking them into the slumbering victim, first drawing body fluids at the rate of 1-6 hit points per turn and then sucking up the residual matter after the enzyme has dissolved the victim's body.

Other color combinations of the plant's flowers are white, pale silvery-gray, pink or golden brown, chocolate brown, and russet.

TRITON

FREQUENCY: Rare
NO. APPEARING: 10-60
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 3
% IN LAIR: 25%
TREASURE TYPE: C, R, S, T, X
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 90%
INTELLIGENCE: High and up
ALIGNMENT: Neutral (good)
SIZE: M
PSIONIC ABILITY: See below
Attack/Defense Modes: See below



Tritons are rumored to be creatures from the elemental plane of water which have been planted on the material plane for some purpose presently unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths. They seldom venture forth upon dry land.

For every 10 tritons in a group encountered there will be an exceptional

one in addition, this triton having 4-6 hit dice. For every 20 tritons encountered there will be an exceptional triton with 7-8 hit dice. The leader of any group of tritons numbering 50 or more will have 9 hit dice. For every 10 tritons in a group there is a 10% chance that they will have with them 1-4 of their kind with magical ability of from 1st-6th level.

It is 90% likely that the tritons encountered will be mounted upon hippocampi (65%) or giant sea horses (35%).

If tritons are encountered in their lair there will always be the following additional figures:

60 males
 6 exceptional males of 4-6 hit dice
 3 exceptional males of 7-8 hit dice
 1 magic-user of 7th-10th level
 1 cleric of 8th-11th level
 4 clerics of 2nd-5th level
 Females equal to 100% of males
 Young equal to 100% of males

There is also a 75% chance that there will be 2-12 sea lions as pets and guards. The triton lair will be an undersea castle (80%) or a sculpted cavern (20%).

Only male tritons will engage in combat, as a general rule. They will wear armor of scales which increases their protection to class 4. Mounted tritons bear long spears (lances) or tridents. The typical arms of a group of tritons are:

heavy crossbow & dagger	30%
sword & dagger	10%
spear & dagger	20%
trident & dagger	40%

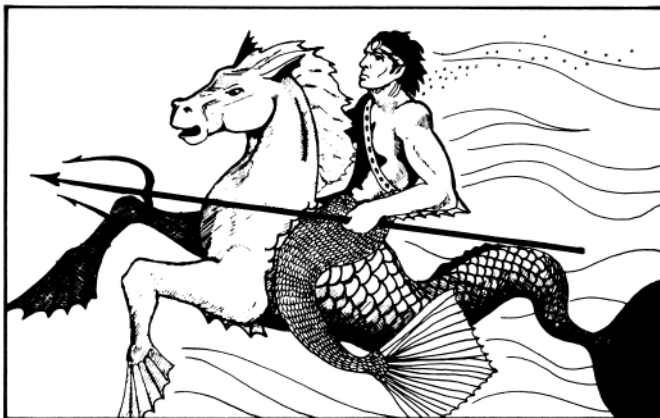
Triton leaders will bear conch shell horns which will calm rough waters when blown a special way. These instruments are typically used as signal devices. The horns will, when blown properly, summon 5-20 hippocampi, 5-30 giant sea horses, or 1-10 sea lions. The conch shell horns can also cause marine creatures with animal intelligence or less to flee in panic — the creatures saving versus magic with a -5 on their "to hit" dice rolls — for 3-18 turns.

It is possible that psionically endowed tritons will be in any given group. 1 triton in 10 has a 5% chance of having psionic abilities of the sort applicable to magic-users. If a psionic individual is indicated, roll a 12-sided die for the number of abilities by random selection. Attack and defense modes are commensurate with potential, abilities, etc.

Tritons have their own language. They can also speak the tongue of sea elves and that of the locathah.

Description: Tritons have silvery skin which fades into silvery blue scales on their lower limbs. Their hair is deep blue or blue-green.

History: Tritons are known to serve the god, Triton, and little else is known about their purpose on the material plane. They have fought fierce wars with the sahuagin and skirmish continually with ixitxachitl, koalinh, and lacedons. They are generally well disposed towards humans who do not mean harm to the triton society.



TROGLODYTE

FREQUENCY: Common
 NO. APPEARING: 10-100
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 2
 % IN LAIR: 15%
 TREASURE TYPE: A
 NO. OF ATTACKS: 3 or 1
 DAMAGE/ATTACK: 1-3/1-3/2-5 or
 by weapon type
 SPECIAL ATTACKS: Revulsion odor
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Troglodytes are a race of reptilian humanoids who dwell in subterranean places. They loathe humans, and their aim is to slaughter all whom they encounter. Troglodytes have excellent infravision (90').

For every 10 troglodytes encountered there will be 1 leader-type with 3 hit dice. For every 20 there will be an additional 2 leader types with 4 hit dice each. If 60 or more are encountered there will be a troglodyte chieftain with 6 hit dice, and 2-8 guards of 3 hit dice each.

The lair of a tribe of troglodytes is typically a large cave or cavern with small chambers adjoining it in which the individual units live. A lair will contain females equal to 100% of the males. Females fight as 1 + 1 hit dice monsters. There will also be hatchlings and eggs, but these are of no importance.

Troglodytes can attack with claws and teeth, but 50% of them use weapons of some type. The armed half of a group encountered will have:

javelin (2)	25%
battle axe (stone)	10%
morning star (stone)	10%
sword	5%

Their javelins are great vaned darts which have a +3 chance to hit when used by troglodytes and cause 2-8 hit points damage. They shun armor.

When aroused for battle, troglodytes emit a secretion which smells extremely disgusting to humans — including dwarves, elves, gnomes, half-elves and halflings. Those humans failing their saving throw versus poison are affected by revulsion so as to lose 1 point of strength per melee round for 1-6 rounds, cumulative. Loss of strength lasts 10 melee rounds after it has taken final effect.

Troglodytes have a chameleon-like power, so they can change their skin coloration to shades of gray, brown or green. They thus surprise on a 1-4 unless they are angry and excreting their stench. They use this coloration to hide when an encounter goes against them.



TROLL

Trolls (fully detailed in **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) are horrid carnivores found in nearly every clime. They are feared by most creatures. However, certain creatures have cross-bred with them to produce fearsome sub-species of the troll race.

All the sub-species have the troll's ability to direct their various attacks at different opponents if desired.

Trolls have the ability to *regenerate* as follows: 3 melee rounds after being damaged a troll will begin to *regenerate*. Regeneration repairs damage at 3 hit points per round; this regeneration includes the re-bonding of severed members. The loathsome members of a troll have the ability to fight on even if severed from the body; a hand can claw or strangle, the head bite, etc. Total dismemberment will not slay a troll, for its parts will slither and scuttle together, rejoin, and the troll will arise whole and ready to continue combat. To kill a troll, the monster must be burned or immersed in acid, any separate pieces being treated in the same fashion or they create a whole again in 3-18 melee rounds.

The sub-species detailed below have all inherited some of these regenerative powers as well as the troll's great strength. All have the troll traits of knowing no fear and attacking unceasingly.

TROLL

FREQUENCY: Uncommon
 NO. APPEARING: 1-12
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 6 + 6
 % IN LAIR: 40%
 TREASURE TYPE: D
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 5-8/5-8/2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Regeneration
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: L (9' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Trolls are horrid carnivores found in nearly every clime. They are feared by most creatures, as a troll knows no fear and attacks unceasingly. Their sense of smell is very acute, their infravision is superior (90'), and their strength is very great.

A troll attacks with its clawed forelimbs and its great teeth. A troll is able to fight 3 different opponents at once. 3 melee rounds after being damaged, a troll will begin to *regenerate*. Regeneration repairs damage at 3 hit points per round; this regeneration includes the re-bonding of severed members. The loathsome members of a troll have the ability to fight on even if severed from the body; a hand can claw or strangle, the head bite, etc. Total dismemberment will not slay a troll, for its parts will slither and scuttle together, rejoin, and the troll will arise whole and ready to continue combat. To kill a troll, the monster must be burned or immersed in acid, any separate pieces being treated in the same fashion or they create a whole again in 3-18 melee rounds.

Description: Troll hide is a nauseating moss green, mottled green and gray, or putrid gray. The writhing hair-like growth upon a troll's head is greenish black or iron gray. The eyes of a troll are dull black.

Giant Troll

FREQUENCY: *Rare*
 NO. APPEARING: 1–12
 ARMOUR CLASS: 4
 MOVE: 12"
 HIT DICE: 8
 % IN LAIR: 30%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2–16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES:
 Regeneration
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (10' + tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 VI/725 + 10 per hit point



Giant trolls are hideous hill giant/troll crossbreeds (resembling the latter in all but size). They are greatly feared. Their skin is red-brown and they have red rimmed eyes. (See **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** for description of the hill giant).

Despite their pot-bellied appearance they are immensely strong and inflict terrible damage (2–16 hit points of damage) with their favourite weapon — a large spiked club. It is rare (10% chance) for a giant troll to be encountered without such a weapon, but if so it can fight with its two claws, each of which inflicts 2–7 hit points of damage and can be directed at different opponents.

They *regenerate* as trolls but at a rate of 2 hit points per melee round, but cannot re-bond severed limbs.

They are able to catch missiles 25% of the time, if in reach.

Before a giant troll can be killed, at least 10 hit points of damage must be inflicted on it by fire. If this condition is not met and the giant troll is reduced to a single hit point, any further damage on it has no effect save to negate *regeneration*.

Giant trolls are found in nearly every clime. They have a very acute sense of smell and 90' infravision.

Giant Two-Headed Troll

FREQUENCY: *Very rare*
 NO. APPEARING: 1–3
 ARMOUR CLASS: 4
 MOVE: 12"
 HIT DICE: 10
 % IN LAIR: 40%
 TREASURE TYPE: D, Q
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK:
 1–6/1–6/1–10/1–10
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES:
 Regeneration
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (10' + tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 VII/1,800 + 14 per hit point



These ferocious ettin/troll crossbreeds are two-headed and stand at least 10' tall. They regenerate as do trolls but at the rate of 1 hit point every melee round, though they cannot re-bond severed limbs.

They attack with two claws (1–6 hit points of damage each) and two bites (1–10 hit points of damage each). Both bites are directed at one opponent.

These creatures prefer darkness; they are basically nocturnal and usually dwell in underground caverns. Their infravision is normal.

Like the ettin, the giant two-headed troll can only be surprised 1 chance in 6. They have adopted the ettin mode of dress — moth-eaten and filthy animal skins. (See **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL — Ettin**).

Ice Troll

FREQUENCY: *Rare*
 NO. APPEARING: 1–6
 ARMOUR CLASS: 8
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: D (*no magical items*)
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1–8/1–8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES:
 Regeneration;
 impervious to cold;
 magical weapons to hit
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (9' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 II/44 + 2 per hit point



This relative of the normal troll closely resembles its stronger cousin except that it has a very cold, semi-transparent body. These creatures dwell in moist areas of dungeons, usually near running water, and have the *regenerative* powers of a normal troll but at a rate of 2 hit points per melee round, so long as the regenerating members can immerse themselves in water. A severed limb can move a distance of 30' in search of water and will always move towards water if there is some in range.

The ice troll attacks with two claws for 1–8 hit points of damage each. They may be directed against different opponents.

Ice trolls are unaffected by cold and can only be hit by magical weapons or missiles. Fire inflicts double damage on them.

They have superior (90') infravision and an acute sense of smell.

TROLL, MARINE (Scrag)

	Fresh Water	Salt Water
FREQUENCY:	Rare	Uncommon
NO. APPEARING:	1-6	1-8
ARMOR CLASS:	3	2 (see below)
MOVE:	3"/15"	3"/12"
HIT DICE:	5+5	6+12
% IN LAIR:	20%	15%
TREASURE TYPE:	C	D
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/3-12	1-4/1-4/9-16
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi- to low	Low to average
ALIGNMENT:	Chaotic (evil)	Chaotic evil
SIZE:	M (7' + tall)	L (10" tall)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	V/400 + 8/hp	VI/900 + 12/hp

Marine trolls are a gilled form of the common troll. They inhabit large bodies of water and need considerable room to hunt. Coloration runs from blue-green to olive.

Freshwater Trolls: Scraggs found in fresh water are smaller than normal trolls and have heavy scales. Their claws are less formidable, but their enlarged lower jaw bears many small, very sharp fangs. Up to 3 different opponents can be attacked during a single melee round. Scraggs regenerate as do trolls (q.v.) but they do so only when immersed in freshwater.

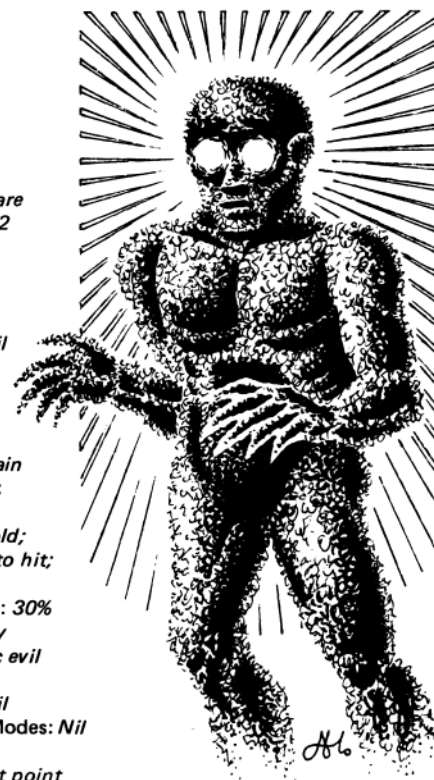


Saltwater Trolls: Scraggs found in seas and oceans are at least as large as ordinary trolls. Their skins are thick and heavily scaled. Some few (10%) are intelligent enough to further protect themselves with armor made of shells and sharkskin or similar substances; such protection gives an effective armor class of 1.

The forelimbs of the scraggs are shorter and weaker than those of ordinary trolls, but the saltwater variety has developed a huge maw and numerous fangs to make up for the loss of talon attacks. As do freshwater scraggs, saltwater scraggs regenerate when in their saltwater element.

Spirit Troll

FREQUENCY:	<i>Very rare</i>
NO. APPEARING:	<i>1-2</i>
ARMOUR CLASS:	2
MOVE:	15"
HIT DICE:	5+5
% IN LAIR:	<i>Nil</i>
TREASURE TYPE:	<i>Nil</i>
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-3/1-3
SPECIAL ATTACKS:	<i>Strength point drain</i>
SPECIAL DEFENCES:	<i>Regeneration;</i> <i>invulnerable to cold;</i> <i>magical weapons to hit;</i> <i>invisibility</i>
MAGIC RESISTANCE:	30%
INTELLIGENCE:	<i>Very</i>
ALIGNMENT:	<i>Chaotic evil</i>
SIZE:	L (8' + tall)
PSIONIC ABILITY:	<i>Nil</i>
Attack/Defence Modes:	<i>Nil</i>
LEVEL/X.P. VALUE:	VI/575 + 6 per hit point



This odious creature is the product of perverted magical inter-breeding of trolls and invisible stalkers, though the secret of its creation is believed to be lost and only thirty or so of these creatures are known to exist. The spirit troll is invisible; characters able to *see invisible* will observe it to be very similar to a troll, slightly shorter and with diffused features.

The creature can only be hit by magical weapons. Fire inflicts full damage on it but it is invulnerable to cold. It *regenerates* as does a troll, and at the same rate (3 hit points per round).

It attacks with its fangs and two sharp claws, against 3 different opponents if it so desires. The damage inflicted by its fangs (1-6 hit points) is normal except that the spirit troll adds to its own hit points the number of hit points of damage inflicted on its victim. Damage inflicted by the creature's claws (1-3 hit points each) is taken not only from the hit points of the victim but also from his strength points. Strength points lost in this way are recovered in 2-8 turns. If a character's strength is reduced to zero, he dies, and if it is reduced to 1 or 2 points, he will be rendered comatose, only recovering when (and if) sufficient points are recovered to raise his strength to 3 points or more.

The spirit troll has an acute sense of smell and superior (120') infravision.

TURTLE

	Sea, Giant	Snapping, Giant
FREQUENCY:	Uncommon	Uncommon
NO. APPEARING:	1-3	1-4
ARMOR CLASS:	2/5	0/5
MOVE:	1"/15"	3"/2"
HIT DICE:	15	10
% IN LAIR:	0%	0%
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4-16	6-24
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	L	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Turtle, Sea, Giant: These basically non-aggressive marine creatures will fight fiercely if annoyed or threatened. If they surface beneath a small craft there is a possibility of upsetting the vessel, i.e. 90% for a long boat, 10% for a typical long ship. The head and flippers of the creature are armor class 5, but they can be withdrawn to make these areas armor class 3.

Turtle, Snapping, Giant: Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found in lakes and large rivers. They lurk near shore or on the bottom, as they do not swim quickly. They remain motionless, thus surprising on 1-4 (out of 6), and then shoot forth their long neck (up to 10' long) to grab their prey. The head and limbs of these monsters are armor class 5, but they can be withdrawn to offer armor class 2.

TWILIGHT BLOOM

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 8
 MOVE: Nil
 HIT DICE: 3+8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/125 + 4/hp

A twilight bloom, or purple death, is a poisonous plant. This tall (8-13 feet), thick-stalked specimen has a branchless, scaled trunk with fern-like foliage at the top. These fronds droop a short distance. Mixed with these are cup-shaped purple flowers with silvery stamens; the flowers point upward. Around the base of the plant is a fine, mossy mat which is actually the roots. The flowers exude a very attractive perfume and sweet sap. The vibrations of any creature passing beneath the cupped lavender blooms will cause them to gently tilt and drip a syrupy poison from the flower. There is a 25% chance of the creature being struck by this toxic sap. If the creature fails to save vs. poison, it dies instantly, and its decomposition feeds the roots of the plant.





THE UNDEAD

COFFER CORPSE

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 8
 MOVE: 6"
 HIT DICE: 2
 % IN LAIR: 80%
 TREASURE TYPE: B
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 1–6 or by weapon type
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Can only be hit by magical weapons*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 11/36 + 2 per hit point



These foul creatures of the undead class are found in stranded funeral barges or in any other situation in which a corpse has failed to return to its maker. Though the coffer corpse resembles a zombie it is treated as a wraith on the cleric/undead table.

Normal weapons appear to do damage, and if a coffer corpse is struck for more than 6 hit points of damage by normal weapons in a single melee round, it will fall to the ground, apparently finished. However normal weapons do not, in fact, do any damage to the creature, and if it has fallen to the ground one round, it will rise up the next and continue melee — at which time all involved in melee with the beast must save against *fear* or flee in panic.

A coffer corpse is occasionally (25%) found with a weapon which it will use in combat, but otherwise it will attack with its bare hands (treat as a single attack inflicting 1–6 hit points of damage). If attacking with bare hands, a hit indicates that the coffer corpse has locked its hands around its victim's throat. Each round thereafter, it will inflict 1–6 hit points of damage on its victim automatically (a 'to hit' roll is not required) until it is killed or its victim is dead. Nothing will release the grasp of the coffer corpse once it has locked its hands in place.

Sleep, *charm* and other mind-influencing spells do not affect these creatures. Magical weapons can inflict damage on these creatures with the usual bonus.

DEATH KNIGHT

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 0
 MOVE: *Variable*
 HIT DICE: 9 (10-sided dice)
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES:
 See below
 MAGIC RESISTANCE:
 75% (see below)
 INTELLIGENCE: *Average — genius*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*

Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 VIII/3,700 + 16 per hit point



The death knight — and there are only twelve of these dreadful creatures known to exist — is a horrifying form of lich created by a demon prince (it is thought Demogorgon) from a fallen human paladin. The death knight itself cannot be turned or dispelled (though it is affected by *holy word*) but it has power over undead equivalent to that of a 6th level cleric. It has 75% magic resistance, and if 11 or lower is rolled on percentage dice a magic spell will be reflected back at the caster (roll each time a spell is attempted).

The death knight wears light armour (9" or 12" movement depending on its other encumbrance, if any) but is always treated as armour class 0. It has 18(00) strength and usually attacks with a sword (80% chance of this being a magical sword). It will usually be riding a nightmare (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL** — *Nightmare*) one of which can be summoned to serve a death knight every ten years; the beast will serve a death knight as a paladin's horse serves a paladin. The fearsome powers of the death knight derive largely from its use of magic. It continually generates *fear* in a 5' radius, can create a *wall of ice* at will and has innate powers of *detect magic* and *detect invisibility*. Twice a day it can *dispel magic* and *gate* in a demon type I (20%), type II (25%), type III (30%), type IV (20%) or type VI (5%), with a 75% chance of the *gate* opening. Once per day a death knight can use any one of the *power word* spells, a *symbol of pain/fear* and generate a 20-dice *fireball*. Where appropriate, a death knight's magic use is at the 20th experience level.

A death knight will speak 3–6 languages in addition to its alignment tongue and the common tongue.

GHAST

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 4
 % IN LAIR: 10%
 TREASURE TYPE: B, Q, R, S, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-8
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Very*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When the pack attacks it will quickly become evident that ghouls are present, however, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2 on "to hit" dice rolls. Worse, the ghastr attacks as a ghoul with regard to paralyzation, and this attack will affect elves as well.

Ghosts are of the "undead" class so *sleep* and *charm* spells do not affect them. They are struck by any sort of weapon; cold iron causes double damage, and clerics can turn them. The circle of *protection from evil* does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron, an iron ring, etc.).

These creatures are often used as slaves by powerful demons.



GHOST

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0 (or 8) See below
 MOVE: 9"
 HIT DICE: 10
 % IN LAIR: 25%
 TREASURE TYPE: E, S
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: Age 10-40 years
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: *High*
 ALIGNMENT: *Lawful evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Ghosts are the spirits of evil humans who were so awful in their badness that they have been rewarded (or perhaps cursed) by being given undead status. Thus they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from humans. As ghosts are non-corporeal (ethereal), they are usually encountered by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 turns unless a saving throw versus magic is made. Clerics above 6th level are immune to this effect, and all other humanoids above 8th level add +2 to their saving throws.

Ghosts attack by two means: Any creature within 6" of one is subject to attack by *magic jar* spell from the ghost. Unless the ghost becomes semi-material to attack by other means, it can otherwise only be combatted by another in the ethereal plane (in which case the ghost has an armor class of 8) or by telepathic means. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is armor class 0). Semi-materialized ghosts can only be struck by silver (doing 50% of normal damage) or magical weapons. If they strike an opponent it ages him 10-40 years. Note that ghosts can be attacked with spells only from creatures who are in an ethereal state. Any human — including dwarves, elves, gnomes, and halflings — killed by a ghost is forever dead.

GHOUL

FREQUENCY: *Uncommon*
 NO. APPEARING: 2-24
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 20%
 TREASURE TYPE: B, T
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-6
 SPECIAL ATTACKS: *Paralyzation*
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Ghouls are "undead," once human creatures which feed on human and other corpses. Although their change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively. Ghouls attack by clawing with their filthy nails and with fangs. Their touch causes humans — including dwarves, gnomes, half-elves, and halflings, but excluding elves — to become rigid (*paralysis*) unless a saving throw versus *paralyzation* is successful. Any human killed by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Ghoul packs always attack without fear.

These creatures are subject to all attack forms except *sleep* and *charm* spells. They can be turned by clerics. The magic circle of protection from evil actually keeps these monsters completely at bay.

Lacedon: The lacedon is a marine form of the ghoul. It conforms in all other respects to ghouls.

GROANING SPIRIT (Banshee)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 15"
 HIT DICE: 7
 % IN LAIR: 10%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The groaning spirit, or banshee, is the spirit of an evil female elf — a very rare thing indeed. The spirit returns to harm the living. It is found only in desolate countrysides, moors, etc. The groaning spirit can attack by its chilling touch, causing 1-8 hit points of damage/attack when it strikes. Its more fearsome mode of attack, however, is its wail, or keening, which will cause the hearers within 3" to save versus magic or die on the spot. The sight of a groaning spirit causes fear unless an appropriate saving throw is made. It can wail but once per day, and only during darkness. Groaning spirits cannot be affected by *charm*, *sleep*, or *hold* spells. They are impervious to attack by cold or electricity. Exorcism kills them.

HUECUVA

FREQUENCY: *Very rare*
 NO. APPEARING: 1-10
 ARMOUR CLASS: 3
 MOVE: 9"
 HIT DICE: 2
 % IN LAIR: 10%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Disease*
 SPECIAL DEFENCES: Can only be hit by silver and magical weapons
 MAGIC RESISTANCE: See below
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Chaotic evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE: 111/81 per hit point



The huecuva is an undead spirit, similar in appearance to a robed skeleton, which is treated as a wight on the cleric/undead matrix. It is resistant to all mind-influencing spells. It is able to *polymorph self* three times a day.

The touch of the huecuva inflicts 1-6 hit points of damage and unless the victim makes his saving throw against poison he will be infected with an acute cardiovascular-renal disease (as in the **ADVANCED DUNGEONS & DRAGONS DUNGEON MASTERS GUIDE** under *disease*).

LICH

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 6"
 HIT DICE: 11+
 % IN LAIR: 90%
 TREASURE TYPE: A
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better
 weapon to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Neutral (evil)
 SIZE: M
 PSIONIC ABILITY: See below
 Attack/Defense Modes: See below

A lich exists because of its own desires and the use of powerful and arcane magic. The lich passes from a state of humanity to a non-human, non-living existence through force of will. It retains this status by certain conjurations, enchantments, and a phylactery. A lich is most often encountered within its hidden chambers, this lair typically being in some wilderness area or vast underground labyrinth, and in any case both solidly constructed of stone and very dark. Through the power which changes this creature from human to lich, the armor class becomes the equivalent of +1 plate armor and +1 shield (armor class 0). Similarly, hit dice are 8-sided, and the lich can be affected only by magical attack forms or by monsters with magical properties or 6 or more hit dice.

Liches were formerly ultra powerful magic-users or magic-user/clerics of not less than 18th level of magic-use. Their touch is so cold as to cause 1-10 points of damage and paralyze opponents who fail to make their saving throw. The mere sight of a lich will cause any creature below 5th level (or 5 hit dice) to flee in panic from fear. All liches are able to use magic appropriate to the level they had attained prior to becoming non-human.

The following spells or attack forms have no effect on liches: *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity* or *death spells/symbols*.

Description: A lich appears very much as does a wight or mummy, being of skeletal form, eyesockets mere black holes with glowing points of light, and garments most often rotting (but most rich).

DEMILICH

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: -6 and special
 MOVE: Special
 HIT DICE: 50 hp and special
 % IN LAIR: 100%
 TREASURE TYPE: Z
 NO. OF ATTACKS: Special
 DAMAGE/ATTACK: Special
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Neutral (evil)
 SIZE: M
 PSIONIC ABILITY: See below
 Attack/Defense Modes: See below
 LEVEL/X.P. VALUE: IX/5950 + 16/hp

Demilich is a misleading term in that one might assume the "demi" refers to status. However, it refers to the state of the lich. Only a small part of the body of a lich remains—dust, the skull, and possibly a few bones.

A lich (q.v.) is a human magic-user and/or cleric of surpassing evil who has taken the steps necessary to preserve its life force after death. Ultimately, even the undead life force of a lich begins to wane. Over centuries the lich form decays, and the evil soul roams strange planes unknown to even the wisest of sages. This remaining soul is a demilich.

If the place of a demilich is entered, the demilich dust swirls into the air and forms a man-like shape. If this shape is ignored, it might dissipate in 3 rounds, for it can sometimes (25%) only advance and threaten, not harm. The dust form usually (75%) has the powers of a wraith even without additional energy factors. Any physical attack upon the shape will give it 1 factor of energy, however, and spell attacks give it 1 energy factor for every level of the spell used, i.e., a 3rd-level spell bestows 3 energy factors.

Each factor is equal to a hit point, and if 50 energy factors are gained, the dust will form into a ghost manifestation controlled by the will of the demilich. This thing will attack immediately. The dust will waver and fall back if struck by blow or spell, as if suffering actual damage. Thus, formation of a ghost manifestation is not too improbable, even if no wraith manifestation existed.

A demilich, its wraith manifestation, and its ghost manifestation cannot be turned by a cleric. Neither the wraith manifestation nor the ghost manifestation can actually be harmed. They have energy factors but no hit points. If the demilich is destroyed, the manifestation will be destroyed along with it. Otherwise, the wraith manifestation or ghost manifestation will remain. Left undisturbed, its energy factors dissipate at the rate of 1 per day until entirely gone.

If any creature is so foolish as to touch the skull of a demilich, a terrible thing occurs. In addition to the possible wraith or ghost manifestation, a new attack begins. At the touch, the skull rises into the air. A demilich can sense which member of a party is the most powerful, and it will usually select a member of the magic-user class over a member of the fighter class, a fighter over a cleric, a cleric over a thief. The skull will then give off a howling sound equal to a death ray for a 20-foot radius. All creatures within the radius of effect of this howl must save vs. spell or be permanently slain and forever dead.

On the next round a new attack will take place. Each demilich has 5-8 gems set in its skull's eye sockets and in place of teeth. Each of these gems is a jewel which can draw the soul from any character and trap it within the jewel's confines. The demilich will use 1 of these soul-draining jewels to draw the life force from 1 of the offending intruders. The soul of the strongest will be drawn instantly from his or her body and trapped. The character's body will collapse and moulder in a single round and be totally gone. No saving throw is possible; the attack is irresistible. An *amulet of life protection* will prevail over the lifestealing powers of a gem, but the character's body will perish nonetheless. The skull will then sink down again, sated. If it is struck or touched a 2nd time, it will again rise and howl and then drain the soul of the next strongest character into another gem. This process recurs as long as the skull is still intact and continues to be molested. If all jewels are filled, then only the killing howl will be possible thereafter, but the monster can also pronounce a curse upon the remaining antagonists. Such curses are very powerful and may include: always to be hit by any opponent attacking; never to make a saving throw; or always to lose all treasure without gaining any experience from it. The curse can be removed by a *remove curse* spell, but the charisma of the character so treated will drop permanently by 1 point. (Magical increase of charisma remains possible of course.)

The skull of a demilich must be destroyed if the monster is to be exterminated. It can be harmed only as follows:

A *forget* spell will force the skull to sink down without howling or taking away a soul.

A *shatter* spell cast upon it inflicts 3-18 points of damage.

A *power word kill* pronounced from an astral or ethereal magic-user destroys it.

A fighter or ranger with a vorpal blade, sword of sharpness, *sword* +5, or vorpal weapon; a paladin with a vorpal weapon; or a paladin with a +4 or better weapon inflict full normal damage upon the skull.

Exorcise or *forget* spells cause it to sink.

A *dispel evil* spell cast upon it inflicts 5-8 points of damage.

A *holy word* pronounced against it inflicts 5-30 points of damage.

Any character with a +4 or better magic weapon or a *mace of disruption* can inflict 1 point of damage upon the skull each time it is struck.

A demilich's skull takes 50 hit points before it is destroyed, and it is armor class -6. If the skull is destroyed, a saving throw vs. spell must be made for any gem *trapping a soul* as if the character trapped within it was doing so. Those gems for which saving throws failed contain no life-force; the demilich has drained the souls and devoured them before being destroyed. If a throw succeeds, that gem still contains the character's soul, and this is evidenced by a faint inner light or, if viewed with true seeing, true sight, or a gem of seeing, a tiny figure is visible within the gem. The soul can be freed by crushing the gem, but some material body must be within a 10-foot distance and ready to receive it, such as a clone, a simulacrum, or a soulless body. The demilich dust and any other remaining bits must be destroyed by holy water or the creature will re-form over 1-10 days.

DAT



MUMMY

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 3
 MOVE: 6
 HIT DICE: 6 + 3
 % IN LAIR: 80%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-12
 SPECIAL ATTACKS: *Fear*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Lawful evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Mummies are undead humans with existence on both the normal and the positive material planes. They are found near their tomb or in like burial places or ruins. They retain a semblance of life due to their evil, and they seek to destroy any living thing they encounter. Their unholy hatred of life and their weird un-life state gives them tremendous power, so that a blow from their arm smashes opponents for 1-12 hit points of damage. The scabrous touch of a mummy inflicts a rotting disease on any hit. The disease will be fatal in 1-6 months, and each month it progresses the diseased creature loses 2 points of charisma, permanently. It can be cured only by a magic spell, *cure disease*. The disease negates all *cure wound* spells. Infected creatures heal wounds at 10% of the normal rate.

The mere sight of a mummy within 6" will cause such *fear* and *revulsion* in any creature, that unless a saving versus magic is successful, the victim will be paralyzed with fright for 1-4 melee rounds. Note that numbers will give courage, and for each creature above 6 to 1 mummy, the creatures add +1 to their saving throw. If humans confront a mummy, each will save at +2 on his dice.

Mummies can be harmed only by magical weapons, and even those do only one-half normal damage, dropping all fractions (5 becomes 2, 3 becomes 1, and 1 becomes 0 hit points of damage). *Sleep*, *charm*, *hold*, and *cold*-based spells have no effect upon them. Poison or paralysis do not harm them. A *raise dead* spell will turn the creature into a normal human (of 7th level fighting ability, naturally) unless the mummy saves versus magic. Mummies will suffer certain damage from fire, even flame of normal sort. A blow with a torch will cause 1-3 hit points of damage. A flask of burning oil will cause 1-8 hit points of damage on the first round it covers the mummy and twice that amount on the second melee round. Magical fires are at +1 per die of damage. If holy water is splashed upon them they suffer 2-8 hit points of damage for every vial-full which strikes.

Any creature killed by a mummy rots and cannot be raised from death unless a *cure disease* and *raise dead* spell are used within 6 turns.

PĒNANGGALAN

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: *Normal 10; head and gut when detached 8*
 MOVE: *As normal woman; head and gut when detached 12"*
 HIT DICE: *Body variable; head and gut when detached 4*
 % IN LAIR: *See below*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
or by weapon type

SPECIAL ATTACKS: *Blood drain*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Lawful evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
Variable, but at minimum V/290 + 5 per hit point

A female vampire-type undead of fearsome power and nauseating appearance, this vile creature appears during the day as an attractive human female who may be of any character class. This is the female human which the pēnanggalan was before death. She will fight with the same combat abilities as she had when alive, will have spell-use if formerly a spell-caster, thieving abilities if formerly a thief and so on.

She will use the weapon (or at least the weapon-type) favoured by her in life. Her body will take the same amount of damage as it could before death (when fully rested) and will fight as though of that experience level. The head, however, will take 4HD of damage and a separate account of hits needs to be kept in case the head itself is struck in this form.

Exception: if the pēnanggalan was a cleric before death, of whatever alignment, she will be unable to use 'good' spells in her new form and must restrict her spells to those of baneful effect.

A *know alignment* spell cast on the creature in this form will reveal the alignment the pēnanggalan pursued while alive; as undead, however, the creature will act in accordance with the lawful evil alignment.

In this form the pēnanggalan is impervious to *holy/unholy symbols* and cannot be turned or dispelled. It is also immune (in either form) to all spells which attempt to control the mind or body, like other undead.

In such a guise, the pēnanggalan will seek to befriend any unwary party of travellers and attempt to join with them. It will prove extremely useful — over its years of undeath it will have acquired an extensive knowledge of the dungeon which it now roams; it will be able to guide parties to treasure and to warn them of possible dangers. Naturally, it will find some plausible reason for this knowledge and may sometimes make 'deliberate mistakes' or feign ignorance of areas of which it has knowledge, in order not to arouse the suspicion of the party (whose members would naturally become suspicious if their new companion displayed near-omniscience). Having joined a party of adventurers, the pēnanggalan will remain with that party, even to accompanying them out of the dungeon. It will never, however, encamp for the night with the party in the dungeon, nor will it accompany them to spend the night in the supposed safety of the upper world, making some excuse for being elsewhere.

At night, the pēnanggalan assumes its real undead form. Its head and internal organs detach themselves from the body, rising vertically from the abdomen, and fly in search of human prey, to feast on their living blood. For this reason, it will always return to one of its secret lairs before nightfall (a single pēnanggalan may have as many as six identical lairs hidden in various parts of the dungeon). It is particularly fond of the blood of young children or of pregnant females, but lacking such a victim it will select the party member who appears to be most susceptible to hypnosis, preferring a female to a male. It will always attack humans and will ignore even near-humans.

Any unfortunate witness of the scene when the pēnanggalan head and gut detach from the body must make his saving throw against magic or die immediately. If he makes the saving throw, he is treated as if the *feeblemind* spell had been cast on him.

The head and gut will 'fly' in search of a victim and, when one is discovered, the head will attempt to hypnotize the victim who must save against magic at -3 or fall completely under the control of the creature for as long as it takes to feed. It will make two small lacerations in the victim's throat and feast on the blood throughout the night. For each night's feeding, the victim will lose 1-6 hit points and 1 point each of strength and constitution. The pēnanggalan will select the same victim each night, if possible, and will continue to visit and feed night after night until the victim is dead.

If the victim survives the night, he will remember none of the events except in snatches, as if from a faintly-remembered dream. If for some reason he avoids the subsequent attentions of the pēnanggalan, he will continue to lose hit points at the rate of 1 hit point per night either until dead or until *dispel evil* is cast on him. Note that hit points drained by the pēnanggalan cannot be restored by magical means such as *cure wound* spells — in effect, the victim's maximum hits are being drained. Such spells will only take effect in respect of the lost points after *dispel evil* has been cast, and even powerful spells such as *restoration* will have no effect. Similarly the victim's lost strength and constitution points cannot be recovered until after *dispel evil* has been cast. Once *dispel evil* has been cast, however, the hit points are restored at the rate of 1 point per day and the strength and constitution points at the rate of 1 point of each per week.



If the victim succumbs on the first occasion to the pënnanggalan, the creature must again hypnotise him the next night before feeding is possible. However the victim's saving throw is progressively more difficult; the throw is made at -4 on the second occasion, -5 on the third and so on. A break in the sequence of one or more nights will halt this progression; the saving throw will again be at -3 if a renewed attempt is made by a pënnanggalan after a break of one or more nights.

If an intended victim makes his save against the creature's attempt at hypnosis, the pënnanggalan will be able to exert no further influence over him and will flee from him in fear before searching for another prey. Furthermore, that person will be immune to further attempts by that pënnanggalan and will be able to recognise one — any one — for what it is, no matter in what guise it appears. He will still, however, be losing hit points at the rate of 1 point per night, as described above, if the creature has fed at least once on his blood.

Note that the victim is 'asleep' throughout the visitations of the pënnanggalan. He will never actually see the creature, even if he makes his saving throw against hypnosis. The creature will never attack a victim who is awake. If any person happens to see the head and gut when detached from the body (for example if the intended victim awakens before the creature has had time to commence hypnosis) he must save against *fear* or flee in abject terror. When in this form, however, the creature can be turned or dispelled by a cleric; treat as a wraith on the cleric/undead matrix. If the head and gut are thus turned, they must return to the lair and not venture forth again that night; if they are dispelled (a D result on the matrix) they are destroyed and the body will decay (see below). The head and gut will recoil before a strongly-presented *holy symbol* though it will not be harmed.

Should a pënnanggalan kill a male victim, he remains lifeless, and if an attempt is made to *raise* him, his chances of surviving the *system shock* will be half normal. If the attempt fails, no further attempts

can possibly succeed. If it kills a female victim, she will rise from the grave after three days as a pënnanggalan (not under the control of the original creature). If an attempt is made to *raise* her during that three-day period, her chances of surviving the *system shock* are half normal, and failure of that attempt means that no further attempt can possibly succeed — the process by which she becomes a pënnanggalan is then inexorable.

If an attempt to *raise* any victim succeeds, however, the victim will return to normal (all hit points restored, strength and constitution back to normal) after two months of rest and recuperation; furthermore that victim will be immune to further attacks by a pënnanggalan and will recognise one for what it is.

After the pënnanggalan head and gut have left the body in the lair, the internal organs swell up, whether feeding takes place or not, and cannot return to the abdomen until they have been soaked in vinegar for an hour, during which time they return to normal size. For this reason, the creature will always keep a large vessel filled with vinegar concealed in each of its lairs, and a pënnanggalan lair may often be detected by the distinctive odour of vinegar which permeates it.

If a ray of sunlight strikes the creature's head and gut when they are detached from the body, the head will be paralysed and will fall helpless to the ground until nightfall. Thus, the creature will always attempt to reunite head and body before cock-crow. In any event, if the head and body are not reunited within seven hours after initial separation, both will start to decay and the evil life-force which animates the creature will be forced to return to *Hell*. Thus, to destroy the body or the head is a sure way of destroying the creature itself.

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In either form, the creature takes normal damage from all weapons. If it is weaponless and in human form, it can bite for 1-6 hit points of damage, but it will try to avoid using this mode of attack for fear of revealing its true nature.

When detached from the body, the internal organs constantly drip a highly volatile and foul mixture of blood and digestive juices which cause 1-4 hit points of damage on bare flesh (which breaks out in sores and boils in a painful eruption). This horrid liquid evaporates after one round in contact with air.

For purposes of aerial combat, the pënnanggalan is manoeuvrability class D.

PHANTOM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: Nil
MOVE: 9"
HIT DICE: Nil
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACKS: Nil
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Nil
ALIGNMENT: Any
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE: Nil/nil

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Because of the superstitious awe they inspire, however, anyone who gazes on the translucent form of a phantom must save vs. spells at -2 or immediately panic and run away as if under the effects of a *fear* spell.

Phantoms are like a three dimensional motion picture image filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death of the character or the images of what was foremost in the character's mind when he or she died.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they may not be turned as undead. The clerical spell *exorcism* will dispel a phantom.

POLTERGEIST

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOUR CLASS: 10
MOVE: 6"
HIT DICE: 1-4 hit points
% IN LAIR: 95%
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Fear
SPECIAL DEFENCES:
Invisibility; silver or magic weapons to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Lawful evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
11/34 + 1 per hit point

Though a wandering poltergeist is infrequently encountered (in which case it can be turned or destroyed by a cleric as if it were a skeleton) this undead creature usually remains in the room or corridor in which it was originally 'killed' (and such is the strong bond between the poltergeist and its surroundings that it is in this case treated as a ghoul on the cleric/undead matrix).

The poltergeist is invisible (-4 to hit unless the attacker can *see invisible*) and non-corporeal; only silver and magical weapons can harm it.

The poltergeist attacks physically by throwing an object — any nearby object light enough to be thrown by a man will suffice — with a chance of hitting its target equal to that of a 5HD monster. If the victim is struck he takes no damage but must save against *fear* (spells) or flee the area and run in random directions for 2-24 melee rounds before recovering.

There is a 50% chance that the victim will drop whatever he is holding during his flight, but not necessarily at the beginning (roll to determine for how many rounds he must flee, roll again to determine whether he drops whatever he is holding, and if so roll a third time to determine in which of the melee rounds of flight he does so).

Once a person has made his saving throw, he is immune to further *fear* effects from the poltergeist while in that area.

Sprinkled holy water or a strongly-presented *holy symbol* drives back the poltergeist but does not harm it.

REVENANT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOUR CLASS: 10
MOVE: 9"
HIT DICE: 8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: See below
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
VII/1,275 + 10 per hit point



Under exceptional circumstances, those who have died a violent death may return from beyond the grave to wreak vengeance on their killer — as a revenant. There are few who can make this journey — to do so, a dead character must have wisdom or intelligence greater than 16 and a constitution of 18: all their characteristics must sum to 90 or more: and if both these criteria are met, the chance of the character becoming a revenant after death is 5%.

Although undead, the revenant is motivated by sheer self-will. Therefore, as it is not inherently evil, it cannot be turned or destroyed by clerics, nor are *holy/unholy symbols*, holy water or other religious paraphernalia able to affect it. Weapons — normal and magical alike — do not affect the creature, and the surest way to kill it is to reduce it to ashes. Like other undead it is immune to all spells attempting to control or influence its mind or body.

Even if a revenant is dismembered, its limbs will continue to function independently, as though guided by the same mind. Like a troll (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**), it has *regenerative* properties which cause the limbs to slither together, re-unite and re-create the revenant. It can also *regenerate* 3 hit points of damage per round even after 'death', except by burning. It is immune to acid and to gas.

The process of decay of the corpse which now houses the revenant has only slightly been attenuated, after 3-6 months of rebirth, the corpse will decompose rapidly and the spirit of the revenant will be forced to return to the plane from whence it came.



The sole purpose of the revenant's existence is to wreak vengeance on its killer, together with any person or persons who aided his killer in the act. Though it will never attack any one else, except in self-defence, it will stop at nothing to achieve its purpose, being able to locate its intended prime victim wherever he may be. (Those who aided the killer will also be tracked if they happen still to be in the company of the killer, but if they are elsewhere they will be ignored by the revenant which will concentrate on the killer only.)

Its mode of attack is to lock its claw-like hands around its victim's throat and then to strangle him, doing 2-16 hit points of damage each round and not releasing its grip until the victim or the revenant is dead. If necessary it will adopt other means to try to kill its victim,

using extreme cunning and guile, but it will never, under any circumstances, resort to the use of weapons.

The revenant can also stare into his killer's eyes and that person must make his saving throw against magic or be paralysed with terror for 2-8 rounds. This power works against none but the revenant's killer.

The revenant will retain all the abilities it had before death, though it will be a creature with 8 hit dice, whatever experience level was previously attained, and will always be of neutral alignment, no matter what alignment it followed in life. It can converse fluently in the neutral and common tongues, though stiffness of its vocal chords deters it from using speech except under extreme circumstances (e.g. to cast a spell, if it was formerly a spell-caster, on its killer). Note that a revenant may never cast a spell at a person other than its killer, whatever the spell-type.

If the associates of the killer are with him in a party, they will be dealt with after the killer has been destroyed, and in that respect they, too, will be regarded as 'killers'. They cannot escape, for if they attempt to do so while the revenant is occupied with the killer, the revenant will track all of them down subsequently.

Immunity to certain spells apart (see above) the revenant has the same resistance to magic as it had before death as a character.

The creature presents a pale, corpse-like appearance, with pallid skin drawn tightly over hollow cheekbones; its flesh is unusually cold and clammy. Its eyes – sunken in the face – are at times dull and heavy-lidded but, particularly when nearing its intended victim, they will blaze up with unnatural intensity. Animals will shy away from it, and about the revenant hangs an unmistakable aura of tragic anger, sadness and determination.

If the character who became the revenant died a particularly violent death, it may be unable to re-occupy its former body when it becomes a revenant. In such a case, the spirit will occupy any available, freshly-dead corpse. The revenant's new body may even be of opposite sex to the original character. However its killer and his active associates, if present, will always 'see' the revenant in its former body, while others around him will see it as it is, if they had not been involved in the killing.

When the revenant has completed its mission by killing all its intended victims, it will immediately disintegrate and will never return again. Its spirit rests in peace.

SHADOW

FREQUENCY: Rare
NO. APPEARING: 2-20
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 3 + 3
% IN LAIR: 40%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: *Strength drain*
SPECIAL DEFENSES: +1 or better
 weapon to hit
MAGIC RESISTANCE: *See below*
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These horrible undead creatures are found amidst ancient ruins or deep beneath the ground. As they exist primarily on the negative material plane, they drain strength by merely touching an opponent. They attack living things without hesitation in order to gain the life force of their prey. In addition to the 2-5 hit points of damage their chill touch causes, each hit also saps 1 point of the victim's strength. If a human opponent reaches 0 strength or hit points, the shadow drains his life force and he becomes a shadow. Note that strength returns to a creature 2-8 turns after being touched. Shadows are not affected by *sleep*, *charm* or *hold* spells. They are not subject to cold-based attacks. Shadows are 90% undetectable, as they appear to be nothing more than their name. If bright light is cast — such as from a *continual light* spell — they can be clearly seen.

SHEET GHOUL

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOUR CLASS: *2*
MOVE: *9"*
HIT DICE: *4+2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-3/1-3/1-6*
SPECIAL ATTACKS: *Acid squirt*
SPECIAL DEFENCES: *See below*

SPECIAL ATTACKS: *Acid squirt*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
IV/170 + 5 per hit point

A sheet ghoul is created when a sheet phantom (see below) kills a victim. It is treated as a spectre on the cleric/undead matrix.

The sheet ghoull attacks with its two claws (1-3 hit points of damage each) and its filthy fangs (1-6 hit points of damage). Its touch does not cause the paralysis for which the ghoull is feared (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**), but each round it can also attack by squirting a fine jet of corrosive acid from its nose (automatic hit on the opponent it is attacking within 10') which inflicts 2-7 hit points of damage.

These creatures are subject to all attack forms except *sleep*, *charm* and similar spells.

SHEET PHANTOM

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOUR CLASS: *3*
MOVE: *6"*
HIT DICE: *3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS:
Suffocation
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: *See below*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE:
III/105 + 4 per hit point



This greatly-feared undead creature is a form of wraith, but is unusual as a member of the undead class in that it in no way resembles a human. It appears as a near-transparent rectangle with varying dimensions — 11' to 16' broad, 7' to 12' long and ¼" thick. It moves along ceilings and attacks by dropping on a potential victim; if it hits the intended target, it envelops him, causing suffocation for 1—4 hit points of damage each round subsequent to the initial attack (no damage even if the initial attack succeeds). A victim enveloped by a sheet phantom cannot move, and any damage inflicted on the sheet phantom while it is enveloping a captive will also accrue to that victim. Only one man-sized victim may be enveloped at a time, since the creature wraps its whole form around the victim in a tight cylinder, and he cannot fight back unless the weapon he uses is short (e.g. a dagger) and was actually in his hand when the creature fell on him.

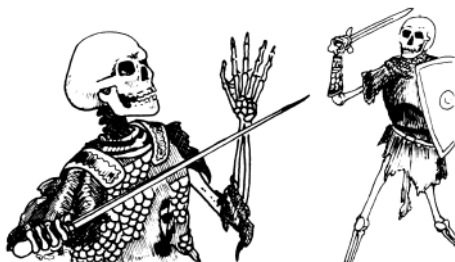
If the victim of a sheet phantom's enveloping dies from suffocation (or as a result of damage inflicted, unwittingly, by his comrades), the sheet phantom merges with his body and the whole becomes a sheet ghoul (see *Sheet Ghoul* above).

There are sufficient similarities between this creature and the lurker above (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) to lend credence to the speculation that the one is some kind of undead form of the other.

These creatures are vulnerable to all attack forms except *sleep*, *charm* and other similar spells and are treated as wraiths on the cleric/undead matrix.

SKELETON

FREQUENCY: Rare
 NO. APPEARING: 3-30
 ARMOR CLASS: 7
 MOVE: 12"
 HIT DICE: 1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Skeletons are magically animated, undead monsters. They are enchanted by a powerful magic-user or cleric of evil alignment. The skeletons perform according to the command of their animator — the command being limited in scope to but a dozen or two words. They are found only in burial places or dungeons and similar forsaken places.

The skeleton strikes with some form of weapon, but regardless of the weapon type the damage caused by a hit will be 1-6 hit points.

Skeletons suffer only one-half damage from sharp and/or edged weapons (such as spears, daggers, swords). Blunt weapons such as clubs, maces, flails, etc. score normal damage. Fire scores normal damage. Sleep, charm, hold and cold-based spells do not affect skeletons. Holy water causes 2-8 hit points of damage on a skeleton for each vial which strikes it. Skeletons attack until destroyed.

SKELETON, ANIMAL

FREQUENCY: Very rare
 NO. APPEARING: 2-20
 ARMOR CLASS: 8
 MOVE: 6"
 HIT DICE: 1-1
 % IN LAIR: 85%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S to M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/10 + 1/hp

Animal skeletons are animated from small vertebrate creatures by means of an *animate dead* spell. Animal skeletons are produced at the rate of 1-1/2 per experience level of the caster. They are typically created to serve as guardians of a minor sort. Thus, they will not usually have treasure nearby, save possibly that incidentally remaining from past encounters. Usual animal skeletons are from the size of domestic cats to the size of large dogs. (Nothing larger than a human can be animated by the spell.)

Animal skeletons have no special attack forms. They are, of course, immune to *charm*, *cold*, *death magic*, *hold*, and *sleep*. Blunt weapons inflict normal damage, but edged weapons inflict only one-half normal damage. They are turned as normal skeletons, but at +1 in the cleric's favor, and 1d6+6 will be turned or destroyed.

SKELETON WARRIOR

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 6"
 HIT DICE: 9+2 to 9+12
 % IN LAIR: 90%
 TREASURE TYPE: A
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: +3 hit probability
 with weapons
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 90%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral (evil)
 SIZE: M
 PSIONIC ABILITY: See below
 Attack/Defense Modes: See below
 LEVEL/X.P. VALUE:
 10th-12th level :
 VII/2,550 + 14 per hitpoint
 13th-15th level :
 VIII/3,700 + 16 per hitpoint



These are undead lords of the 10th-15th level, formerly powerful fighters (and will have psionic abilities if possessed in life). They are only affected by magical weapons and have 90% magical resistance. Their appearance is similar to that of a lich (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) — skeletal creatures clad in the rich, but faded and rotting trappings of a powerful fighter.

It is said that the skeleton warriors were forced into their lich-like state ages ago by a powerful and evil demi-god who trapped each of their souls in a golden circlet. A skeleton warrior's sole reason for remaining on this plane is to search for and regain the circlet which contains its soul.

Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 240' range. The controller can see through the warrior's 'eyes' when controlling a warrior in this way, but he may not himself move nor may he cast spells — he is literally unable to do so. Thus, while in 'active control' the controller may cause the skeleton warrior to fight, to search for treasure and so forth. The controller may also control the creature in a 'passive mode'; the skeleton warrior will be inert while under passive control and the controller cannot see through its 'eyes', but the controller can move, fight and cast spells.

In either case, control is lost if the skeleton warrior moves more than 240' from the controller, or vice versa, or if the circlet is removed from the controller's head. If the circlet remains in his possession, the controller can resume control at a later time, but if it leaves his possession, whether by accident or deliberate act, the skeleton warrior will immediately stop what it is doing and proceed at double speed (12" movement rate) to attack and destroy the former controller, never resting until this task is accomplished or control is re-established. If the circlet falls into the possession of the skeleton warrior, it will 'die' and vanish, never to reappear, and the circlet will turn to fine, valueless dust.

When a circlet first comes in to the possession of a character, particularly if he does not recognise its significance, he may be unaware that the skeleton warrior whose soul is imprisoned therein will be tracking him. To establish control, he must not only put the circlet on his head but must also be able to see the skeleton warrior and concentrate on the establishment of control over the creature. If he does not do this, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet. Once control has been established in the first instance, however, it will only be broken as indicated above. The circlet cannot be worn with any other headgear to be effective; the wearing of a helm, for instance, will nullify its powers, though the skeleton warrior will still be aware of its presence.

The mere sight of a skeleton warrior will cause any creature below 5 hit dice to flee in panic. Clerics have no chance of turning them.

Skeleton warriors usually fight with two-handed swords, but other types of weapon have been known to be used. Whatever weapon is used, the skeleton warrior attacks with a +3 'to hit' bonus, though the weapon itself does not become magical.

SON OF KYUSS

FREQUENCY: *Very rare*
 NO. APPEARING: 1-3
 ARMOUR CLASS: 10
 MOVE: 9"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES:
 Regeneration and see below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1V/215 + 4 per hit point



Truly horrible creatures in appearance, these ghastly undead appear as animated putrid corpses with fat green worms crawling in and out of all their skull orifices. Kyuss was an evil high priest, creating the first of these creatures under instruction from an evil deity. Since then the 'sons' have increased considerably in numbers.

Each son is surrounded by a spherical zone of *fear* 30' in diameter; a victim who fails to save against magic when entering this zone will flee in terror.

Each son *regenerates* 2 hit points per round; its limbs will *regenerate* even if severed, like those of a troll. Even after 'death' this process will continue, so the only way of destroying these creatures is by fire, lightning, acid or the application of holy water (or holy objects such as religious *symbols*, *holy swords* etc.) to their wounds.

The sons attack with a double-handed flailing of fists, causing 1-8 hit points of damage. Each successful hit has a 25% chance of inflicting advanced leprosy on the victim. This disease will be fatal in 1-6 months, and each month it progresses the diseased victim loses 2 points of charisma, permanently. It can be cured only by a magic spell, *cure disease*. The disease negates all *cure wound* spells. Infected creatures heal wounds at 10% of the normal rate.

In addition, one worm per melee round will jump from a son's head to an adjacent character in melee with a son. It needs the normal 'to hit' roll to land on the victim and will then burrow into him, taking one melee round to penetrate the skin, during which time it may be destroyed by the touch of cold steel, holy water or a blessed object. If it is not destroyed, the worm heads for the victim's brain, taking 1-4 melee rounds to reach it; during this time *remove curse* or *cure disease* will destroy it and *neutralise poison* or *dispel evil* will delay it by 1-6 full turns. If the worm reaches the brain, the victim becomes a son of Kyuss, the process of putrefaction setting in without further delay.

Sons of Kyuss are treated as mummies on the cleric/undead table. Like other undead, they are immune to mind-influencing spells.

SPECTRE

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 2
 MOVE: 15"/30"
 HIT DICE: 7 + 3
 % IN LAIR: 20%
 TREASURE TYPE: Q (× 3), X, Y
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *Energy drain*
 SPECIAL DEFENCES: +1 or better
 weapon to hit
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *High*
 ALIGNMENT: *Lawful evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Spectres are very powerful undead humans whose primary existence is on the negative material plane. Spectres haunt the most desolate of places, tombs, and dungeons. They hate sunlight and living things. Daylight makes them powerless. Life makes them lament their unlife.

A spectre's chilling touch causes 1-8 hit points of damage and drains 2 life energy levels from an opponent, the latter due to the negative force of the spectre. Thus, an 11th level character, or an 11 hit dice creature, struck by a spectre would suffer 1-8 hit points of damage plus loss in level ability, hit dice, etc. Such loss is permanent, but characters can regain lost levels through continued acquisition of experience points, of course. Certain magic might restore lost levels as well.

Spectres are not affected by *sleep*, *charm*, *hold*, or *cold*-based spells. Poison or paralyzation do not harm spectres. Holy water causes a spectre to suffer 2-8 hit points of damage for every vial-full which hits it. A *raise dead* spell will destroy a spectre unless it makes its saving throw versus magic. Any human totally drained of life energy by a spectre becomes a half-strength spectre under the control of the spectre which drained him.



“Swordwraith” (Stark Mounds Undead Spirit)

Climate/Terrain: Any land environment (old battle-grounds)

Frequency: Rare

Organization: Military unit

Active Times: Night

Diet: Nil

Intelligence: Average (8-10)

Treasure: Incidental

Alignment: Lawful evil

Reaction Modifier: +3



Number Appearing: 2-8

Armor Class: 3

Movement: 9"

Hit Dice: 7

THAC0: 10

Number of Attacks: 3/2 (as F7)

Damage per Attack: 1-10

Special Attacks: Strength drain

Special Defenses: +2 or better weapons to hit

Magic Resistance: Nil

Size: Medium (6 feet tall)

Morale: Fanatical (20)

Experience Value: 1000 + 5/hp

Swordwraiths are the spirits of warriors cut down at the height of battle, and kept from the dissolution of death by their own indomitable will.

Physical Appearance: Only seen at night, or underground where the sun never shines, swordwraiths appear as warriors, garbed in armor and armed with assorted weapons of war. Although the armor and weapons are unremarkable, the flesh within appears insubstantial. Under certain lighting conditions, all that can be seen are two glowing eyes within the shadow of the helmet. Swordwraiths reek of mold and decay, but this scent is carried by their armor and weapons, not by the creatures themselves. They are surrounded by an aura of intense cold—uncomfortable, but not enough to cause damage.

Combat: Swordwraiths, when they were alive, were hardened warriors, and even as undead they retain their knowledge of strategy and tactics: They fight small-unit engagements with textbook precision, knowing exactly when to attack, give ground, and counterattack. They're intelligent, and speak the common tongue of humanity, and therefore they might accept parlay... but only if it's asked by someone they consider their military equal.

Swordwraiths attack as normal warriors would, with their varied weapons. No matter what weapon is used, the damage is the same: 1-10 hp. Each hit also drains 1 point of strength from the victim. If a victim's strength reaches 0, death occurs. Strength lost to a swordwraith's attack can only be regained by complete rest (1 point per day of total inactivity), or through a *wish*, *limited wish* or equally potent magic.

Swordwraiths can only be harmed by +2 or better weapons. They are totally immune to *sleep*, *charm* and other mind-affecting magic. They are turned as vampires.

Habitat/Society: Swordwraiths were once professional soldiers: officers and mercenaries, or others for whom fighting was all there was in life. Though slain on the field of battle, their will was such that they were unable to leave behind the trade of violent death. In many cases, their stubbornness is such that they won't admit—even to themselves—that they are in fact dead. Swordwraiths are totally free-willed, and feel no kinship towards other undead (in fact, they hate the “mindless lack of discipline” that characterizes most other undead).

The creatures are active only at night, or underground where the sunlight cannot reach. Their bodies were typically interred in barrows or burial mounds. During daylight hours, intruders into such barrows may meet swordwraiths preparing for their nocturnal activities.

Swordwraiths congregate in small units and councils of war, planning and executing midnight raids on settlements near their battleground resting places. They are also likely to attack any traveling party unwise enough to spend the night within their territory (the “lawful” part of their alignment refers to loyalty within their group—to other swordwraiths and to no one else). Swordwraiths gather no loot and occupy no captured territory as a result of these raids. They fight because fighting is all they know.

If swordwraiths have a credo that they “live” by, it would have to be “Mercenaries don't die; they just go to Hades to regroup.” They speak the common tongue of humankind.

Swordwraiths are common in the Stark Mounds region—probably as a result of ancient territorial wars between Geoff and Sterich, or their forebears—but they can be found in any other parts of the world that boast old battlefields and war graves.

Niche: Swordwraiths consume and produce nothing. Their only victims are travelers who wander into their territory, and the occupants of nearby settlements.

VAMPIRE

FREQUENCY: Rare

NO. APPEARING: 1-4

ARMOR CLASS: 1

MOVE: 12"/18"

HIT DICE: 8 + 3

% IN LAIR: 25%

TREASURE TYPE: F

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 5-10

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



The most dreaded of the chaotic evil undead is the night-prowling vampire. These creatures must rest in a coffin or similar receptacle during hours of sunlight unless far beneath the surface of the ground, and in the latter case they must occasionally return to such rest, for their power is restored by contact with soil from their grave. Like all undead, vampires exist in two planes at once—in this case the material and negative material. Vampires have 18/76 strength.

If a vampire scores a hit upon an opponent, its powerful blow causes 5-10 points of damage, and its powerful negative force drains 2 life energy levels from the victim, complete with corresponding losses in hit dice, ability level, attack level, etc.

Vampires are affected only by magical weapons. They regenerate damage at 3 hit points per melee round. If brought to 0 hit points by combat, the vampire is not killed, but it is forced into gaseous form. It must then return to its coffin within 12 turns, rest 8 hours, and reform a corporeal body.

THE UNDEAD

Sleep, charm, and hold spells do not affect vampires. Neither do poison or paralysis. Vampires take only one-half damage from spells based on cold or electricity.

A vampire can assume gaseous form at will. Likewise, a vampire can shape change into a large bat whenever desired — thus the flying movement shown for this monster. If it gazes into a person's eyes, the vampire will have the effect of *charming*, with the victim subtracting 2 from the saving throw versus magic. Charmed persons behave as if they had been successfully struck with a *charm person* spell. All vampires also have the ability to *summon* creatures to aid them; in subterranean surroundings usually 10 to 100 rats or bats (the latter only confusing and obscuring opponents' vision, not physically attacking), and in wilderness surroundings typically 3-18 wolves. These creatures come within 2-12 melee rounds.

Vampires recoil from strong garlic, the face of a mirror, or a cross (or several other holy symbols of lawful good) if any of these objects are presented boldly. Note, however, that none of these devices harm or drive the monster off. They do cause a vampire to hesitate 1 to 4 rounds before attacking in the case of garlic; a mirror or holy symbol will cause a vampire to position itself so that the object is not between the vampire and its intended victim — or the vampire will have one of its creatures remove the device whose power is keeping it at bay. It must be stressed that lawful good holy symbols such as the cross are sovereign against vampires of all sorts, regardless of the religious background of the vampire in its human existence.

A vampire can be slain by the following methods: exposure to direct sunlight kills the creature in 1 turn, and it becomes powerless immediately. A vampire immersed in running water for 3 melee rounds is killed. The vampire loses one-third of its hit points per round of immersion. If a wooden stake is driven through a vampire's heart it is killed, but only for so long as the stake remains; to finish this task the vampire's head must also be cut off and its mouth filled with holy wafers.

Holy water splashed upon a vampire causes 2-7 hit points of damage per vial-full which strikes the monster.

Any human or humanoid drained of all life energy by a vampire becomes an appropriately strengthened vampire under control of its slayer. This transformation takes place 1 day after the creature is buried, but if and only if the creature is buried. Thus it is possible to have a vampiric thief, cleric (chaotic evil in vampire form, of course), etc. If the vampire which slew the creature is itself killed, the vampires created by it become free-willed monsters.

Vampires of the eastern world are invisible. This gives them all appropriate consideration for invisibility, including a -2 on "to hit" dice rolls for opponents not able to see invisible objects. These vampires cannot *charm*, however, nor do they have power to assume gaseous form at will.



WIGHT

FREQUENCY: *Uncommon*
NO. APPEARING: 2-16
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 4 + 3
% IN LAIR: 70%
TREASURE TYPE: B
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Energy drain*
SPECIAL DEFENSES: *Silver or magic weapons to hit*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful evil*
SIZE: M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The term wight has lost its old meaning of a person and come to stand for those undead humans who typically inhabit barrow mounds or catacombs. These creatures are most evil and hateful, seeking to destroy any life form they encounter. Wights shun bright lights and hate sunlight.

Because these monsters exist simultaneously on the normal and negative planes of the material plane, they are affected only by silver or magical weapons. This existence allows them to drain life energy levels — one such level each time they score a hit on an opponent. The creature so hit loses the hit points of damage scored (1-4) plus one experience level and all the bonuses derived from that level, i.e. hit dice, class bonuses, thief abilities, spell levels, etc. A 9th level magic user struck by a wight loses 1-4 hit points and he becomes an 8th level magic user; he has the spells and the hit points of an 8th level magic user, and he melees as an 8th level character of his class.

Wights are not affected by *sleep*, *charm*, *hold*, or *cold*-based spells. Neither poison nor paralyzation harms wights. Holy water causes 2-8 hit points of damage for every vial-full which strikes. A *raise dead* spell will destroy a wight. Any human totally drained of life energy by a wight will become a half-strength wight under control of its slayer.

WRAITH

FREQUENCY: *Uncommon*
NO. APPEARING: 2-12
ARMOR CLASS: 4
MOVE: 12"/24"
HIT DICE: 5 + 3
% IN LAIR: 25%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: *Energy drain*
SPECIAL DEFENSES: *Silver or magic weapons to hit*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Very*
ALIGNMENT: *Lawful evil*
SIZE: M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Wraiths are undead, similar in nature to wights, but they exist more strongly on the negative material plane. They are found only in dark and gloomy places, for they have no power in full sunlight.

In addition to the chilling effect of its touch (1-6 hit points damage), a wraith drains on life energy at the rate of 1 per hit, just as a wight does. Similarly, the wraith can be struck only with silver weapons (which cause only one-half damage) or weapons which are magically enchanted (which score full damage).

Wraiths are unaffected by *sleep*, *charm*, *hold*, or *cold*-based spells. Poison or paralysis are likewise ineffective, but holy water splashed upon a wraith will cause 2-8 hit points of damage for each vial full which hits. A *raise dead* spell will slay a wraith. If a wraith drains all life energy levels from a human (including dwarves, elves, gnomes, half-elves, or even halflings) the victim becomes a half-strength wraith under the control of the wraith which drained the victim.

ZOMBIE

FREQUENCY: *Rare*
 NO. APPEARING: 3-24
 ARMOR CLASS: 8
 MOVE: 6"
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Zombies are magically animated corpses, undead creatures under the command of the evil magic-users or clerics who animated them. These creatures follow commands — as spoken on the spot or as given previously — of limited length and complication (a dozen words or so). Zombies are typically found near graveyards, in dungeons, and in similar charnel places.

Zombies are slow, always striking last, but always doing 1-8 hit points of damage when they hit. They always fight until destroyed and nothing short of a cleric can turn them back.

Sleep, charm, hold and cold-based spells do not affect zombies. Holy water vials score 2-8 hit points of damage for each one which strikes.



ZOMBIE, JUJU

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 3+12
 % IN LAIR: 0%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: +1 or
 better magic weapon to hit,
 see below

MAGIC RESISTANCE:
See below
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
Nil/nil
 LEVEL/X.P. VALUE:
 III/110 + 4/hp

Juju zombies are created by magic-users who drain all life levels from humans or man-sized humanoids by means of an *energy drain* spell (q.v.). Although they are "programmed" as are regular zombies, they are superior in every way. They have a better armor class, move quickly (even under water, for they do not breathe), climb like 6th-level thieves, and attack with great force as if they were 6 hit dice monsters. A juju zombie can hurl weapons or discharge a bow or crossbow. Because they exist in part on the Negative Material Plane, juju zombies can be hit only by +1 or better magic weapons. Because of their undead nature, piercing or blunt weapon attacks do only one-half normal damage. Only cleaving weapons do normal damage, i.e., axes, broad and bastard or two-handed swords, bardiches, halberds, or voulges and similar weapons.

Juju zombies are unaffected by all dweomers which affect the mind *illusion, charms, holds, etc.*, as well as poison, electricity, *magic missiles, death*, and *cold* spells. Fire has only one-half normal effect. Acid and holy water have full normal effects. A juju zombie is equal to a spectre with respect to clerical turning of undead.

A juju zombie appears to be an ordinary zombie, although its flesh is less rotted and has a gray color and is leathery and hard. A hateful light burns in the monster's eyes, as it realizes its condition and wishes to destroy living things.



ZOMBIE, MONSTER

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/150 + 6/hp



Monster zombies are the animated corpses of huge humanoid monsters such as bugbears, giants, etc. They are typically the creatures of evil natured clerics or magic-users who create and control them. These huge zombies can obey simple commands or follow instructions of a few words in length.

Monster zombies strike last in melee, for they are slow-moving. They attack until destroyed. Blunt weapons inflict but one-half damage on monster zombies. Monster zombies are immune to *charm*, *cold*, *death magic*, *hold*, and *sleep*. They are turned by clerics as if they were ghosts. Holy water has normal damage effect upon monster zombies, i.e., 2-8 points of damage per vial that strikes.

ZOMBIE, Yellow Musk

FREQUENCY: *Rare*
 NO. APPEARING: 1-2
 ARMOUR CLASS: *Variable*
 MOVE: *As human*
 HIT DICE: 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 II/28 + 2 per hit point

Yellow musk zombies are victims of the yellow musk creeper whose intelligence has been reduced to 1 or 2 points. When this takes place, the victim becomes mindless, his skin turns yellow and his eyes become fixed and glazed. The draining process stops and the plant injects a seed into the victim's skull, where it is to germinate. The victim is now a yellow musk zombie under the control of the plant; the zombie will fight on the plant's behalf, attempting to find new victims for it and drag them or tempt them into its clutches. (See *Yellow Musk Creeper* for further details).

Yellow musk zombies retain the same hit points, armour, weapons and belongings as they had prior to their 'capture'; however in melee they attack as monsters with 2 hit dice. They will not be able to use any of the spells or psionic abilities they controlled when 'alive' and will receive no dexterity or wisdom bonuses, though strength bonuses and penalties still apply.

They serve the parent plant for two months before wandering off to drop lifeless in some quiet corner, unless they are killed beforehand. In either case, the implanted seedling sprouts from the decaying corpse, growing quickly (within an hour after 'death') into a new yellow musk creeper.

A yellow musk zombie is not true undead and thus cannot be turned or destroyed/controlled by a cleric. However, like undead, it is immune to the effects of all mind-influencing spells such as *charm*, *hold*, *illusion*, *sleep* and so forth.

A yellow musk zombie can be cured of its affliction by the death of its master plant and the use of *neutralise poison* and *heal* cast on the creature in either order, one spell immediately after the other. The victim will thus be restored to his former self, though he will need four weeks rest before his original characteristics are restored.



Zombie, Sea ("Drowned Ones")

Climate/Terrain: Shallow coastal waters, salt and fresh
Frequency: Rare
Organization: Pack
Active Times: Night
Diet: Carnivore
Intelligence: Low (5-7)
Treasure: M
Alignment: Chaotic evil
Reaction Modifier: -3

Number Appearing: 2-24

Armor Class: 7

Movement: 6"/12"

Hit Dice: 5

THAC0: 15

Number of Attacks: 1

Damage per Attack: 1-10

Special Attacks: Stench, disease, spell use

Special Defenses: Spell immunity

Magic Resistance: Nil

Size: Medium (6 feet tall)

Morale: Fanatical (20)

Experience Value: 130 + 5/hp

Drowned ones (also known as sea zombies) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed, and are rumored to be animated by the will of the god Nerull the Reaper.

Physical Appearance: The appearance of drowned ones matches their name: They look like human corpses that have been underwater for some time—bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and their stench of decay are so disgusting that anyone seeing a drowned one or coming within 20 feet must save vs. poison. A failed saving throw indicates that the character is nauseated, and attacks and defends at -1 for 2-8 rounds. On land, drowned ones move slowly, with a clumsy shambling gait. In water, however, they can swim with frightening speed.

Combat: Like most undead, drowned ones have an abiding hatred for the living, and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks, then attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, etc. Because of the unnatural strength of the creatures, these weapons all do 1-10 points of damage. The putrid water that drips from the drowned ones contains many pathogenic bacteria, so any successful hit has a 10% chance of causing a severe blood disease in the victim.

The water-logged condition of the creature's flesh means that fire and fire-based magic do only half damage. Lightning, electrical and cold-based attacks do double damage. Drowned ones are immune to *sleep*, *charm*, *illusion* and other mind-altering magics. Because they are created by the direct will of a deity, they cannot be turned like other undead.

Many of the humans who become drowned ones were clerics while alive, and they retain their clerical powers as undead. There is a 50% chance that each drowned one encountered is a cleric of level 1 to 4 (random determination). These creatures are granted their spells directly by Nerull, and only receive baneful spells.



Habitat/Society: Drowned ones congregate in loose packs. Their only motivation is hatred for the living. Being undead, they have no need to eat, although they sometimes rend and chew the flesh of their prey (this is probably just to strike terror into others).

Underwater, drowned ones are active around the clock, and are often found in the sunken wrecks of the ships in which they drowned. They are only active above the surface during the hours of night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives a sea fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water. Dwellers on foggy coastlines usually fear the fog, although they might not know why; in some areas (for example, the Amedio coastline), human sacrifices are often cast into the fogs when they roll inland, in the hopes that the drowned ones will take the offerings and leave everyone else alone.

Drowned ones communicate among themselves by a form of telepathy, and have no need of a spoken language (other than for spell-casting). The verbal components of spells are spoken in hideous, sibilant whispers.

Perhaps because the Azure Sea provides a steady supply of raw materials (in the form of Amedio pirates, and freebooters in general), drowned ones are most common in the shallows of this body of water. The waters around Flotsom and Jetsom Islands, Fairwind Isle, and the Olman Islands are prime "breeding grounds" for these hideous creatures.

Niche: Drowned ones consume and produce nothing. They interact among themselves only to make their killing more efficient.



U



UMBER HULK

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 6" (1"-6")
HIT DICE: 8 + 8
% IN LIAR: 30%
TREASURE TYPE: G
NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3-12/3-12/2-10
SPECIAL ATTACKS: *Confusion*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: L (8' tall, 5' wide)
PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Umbur hulks are subterranean predators. Their iron-like claws enable them to burrow through solid stone at 1" per turn and through loam at fully 6 times that rate. Their prey includes young purple worms, ankhkeg, and similar monsters. However, the favorite prey of umber hulks are humans. They attack with claws and their powerful mandibles. Worse still, any intelligent creature which views the umber hulk's four eyes squarely must save versus magic or be confused for 3-12 melee rounds. These creatures have their own language.

Description: Umber hulks are black, shading to yellowish gray on the front. Their head is gray on top, and the mandibles are ivory colored. Because of their dark color they can easily be mistaken for some humanoid creature at 40' or more distance.

UMPLEBY

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOUR CLASS: 4
MOVE: 9"
HIT DICE: 6
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS:

Electric shock
SPECIAL DEFENSES: *Immune to electrical-type attacks*

MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low (but see below)*
ALIGNMENT: *Neutral*
SIZE: L (8' + tall)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V/350 + 6 per hit point*

The umpleby is a biped, about 8' tall and weighing about 400 pounds. It is covered in wild, straggly hair of varying shades of brown.

The umpleby is a biped, about 8' tall and weighing about 400 pounds. It is covered in wild, straggly hair of varying shades of brown.

It is apparently rather a stupid creature; on meeting a party of adventurers it will simply shamle along with them, neither helping their endeavours nor willing to be left behind, constantly getting in their way and being apparently incapable of moving in silence. It will fight if attacked but will not normally fight in aid of a party, or against them. If it must, it strikes for 1-4 hit points of damage with its hands.

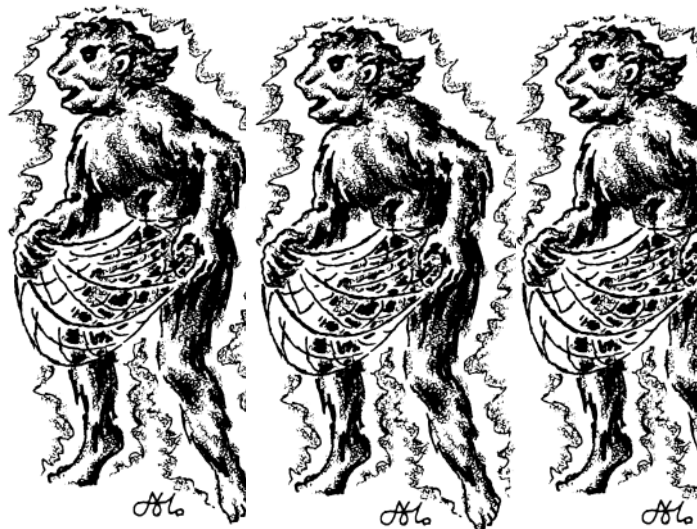
Its appearance, however, is deceptive. It has a great love of treasure and can detect precious metal and gems (more than 1,000 coins and/or 50 gems) up to 100' away, even through solid rock. In its lair it keeps a huge treasure trove of these items but it will never reveal the location of its lair, even if threatened with death (though *charm monster* may overcome this reluctance).

The umpleby can speak the common tongue in a halting fashion but will rarely do so and is in general an uncommunicative creature. However an offer of food and water (it is incessantly hungry and thirsty) will cause it to assume instant and total loyalty to its benefactor; it will help and advise him (though not to the extent of telling him the location of its lair). This loyalty will only be broken if the benefactor does not reward the umpleby with a reasonable proportion of any coins or gems discovered as a result of its advice; if such an event occurs, the umpleby will leave the party and, if the party pursues the creature, will refuse to co-operate in any way with any members of it.

Within the creature's body it can generate and store large quantities of static electricity. Each day it can deliver a total of 50 hit points of damage by 'discharging' wholly or partially - it does this simply by touching its victim, and a normal 'to hit' roll is required unless the victim is unsuspecting. Any metal armour of whatever type is treated as AC10 with regard to this attack, though appropriate magical and dexterity bonuses still apply. It does not have to deliver all 50 hit points in one strike and can regulate the amount of damage it inflicts, usually selecting the range 9-16 hit points of damage. When it delivers the 50th hit point of damage the umpleby immediately goes to sleep for one hour during which it 'recharges' up to 50% of its full potential, if left undisturbed. It requires at least four hours of sleep to recharge 75% and fully 8 hours to return to a full charge (potential 50 hit points of damage). If awakened prior to having completed a single hour of sleep, the umpleby will have recharged 4-16 points, and similar partial charging will have occurred if the creature is awakened after one hour but before four hours sleep, or after four hours but before eight hours.

The umpleby often makes nets out of its own hair and stores them by wrapping them around its waist. It can throw such a net 30' with the accuracy of a short-range arrow. The hair is very tough and is 50% more difficult to cut, break or burn than a magical *web*, though there is no danger of suffocation (see **ADVANCED DUNGEONS & DRAGONS PLAYERS HANDBOOK - Spells**).

It will only use its nets and electrical attacks if threatened. The creature is immune to attacks of an electrical nature.



UNICORN

FREQUENCY: Rare
 NO. APPEARING: 2-5
 ARMOR CLASS: 2
 MOVE: 24"
 HIT DICE: 4 + 4
 % IN LAIR: 5%
 TREASURE TYPE: X
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6/1-6/1-12
 SPECIAL ATTACKS: Charge
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic good
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all creatures

except sprites, dryads and the like. Elven and human maids of pure heart and good alignment may sometimes (25%) tame unicorns for use as steeds, and such are faithful, obedient mounts. Unicorns lair in open dells, their warded treasure kept in a nearby hollow tree, rocky niche, etc.

When a unicorn charges into combat it does not strike with its two front hooves, but its horn strikes for double damage (2-24). Because the unicorn is magical, its horn gains a bonus of +2 on "to hit" dice, and possession of a unicorn horn is a sovereign remedy against all forms of poison, gas included. Naturally, the unicorn is not subject to poison. A unicorn always senses the approach of an enemy at 24" distance. They move very silently and surprise opponents on a 1-5. Once per day unicorns are able to use a *teleportation* spell of limited distance — a *dimension door* — to appear up to 36" away from their former position. They may so teleport with a rider on their back.

Unicorns make all saving throws as if they were magic-users of the 11th level. They cannot be *charmed* or *held* by magic. Death spells do not affect them. They speak their own language.



URCHIN

	Black	Green	Red	Silver	Yellow
FREQUENCY:	Uncommon	Rare	Rare	Very rare	Very rare
NO. APPEARING:	1-6	1-4	1-4	1-2	1-3
ARMOUR CLASS:	4	3	2	0	1
MOVE:	9"/15"	9"/18"	9"/18"	12"/21"	12"/18"
HIT DICE:	1+1	2+1	3+1	5+3	4+2
% IN LAIR:	10%	10%	10%	10%	10%
TREASURE TYPE:		See below for each type of urchin			
NO. OF ATTACKS:	1	2	3	5	4
DAMAGE/ATTACK:	1-6	2-7/2-7	2-5/2-5/2-5	2-5/2-5/2-5	1-6/1-6
				2-5/2-5	1-6/1-6
SPECIAL ATTACKS:	Nil	Nil	Venom	Venom	Venom
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Semi-	Semi-	Semi-	Semi-	Semi-
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
SIZE:		All urchins are S (3' diameter)			
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil
LEVEL/X.P. VALUE:	11/28 + 2	11/50 + 3	111/85 + 4	V/400 + 6	IV/205 + 5
	per hit point	per hit point	per hit point	per hit point	per hit point

The urchins constitute a family of marine creatures resembling 3' diameter balls of various colours with thousands of radiating spines 3' long. The more hit dice the urchin, the more spines the creature can fire in a melee round. For practical purposes, urchins have an unlimited supply of spines to use as missiles.

When the creature attacks, the spines are fired with the accuracy and range of a light crossbow, with a hit probability bonus numerically the same as the number of attacks (thus an urchin which attacks twice per round would fire two spines each round with the accuracy of a +2 light crossbow). If a spine hits, it inflicts hit points of damage which vary by type of urchin; the victim may also suffer additional effects (see individual descriptions below).

Urchins have the innate power of *clairvoyance* and use this power in hunting victims, though they will not normally attack humans or near-humans unless they themselves are threatened or attacked.

A dead urchin can be broken up quite easily; inside its body will be found a gem, its value and colour varying according to the type of urchin.

Although urchins are usually found in salt-water habitats (90%) there is a 10% chance that an encounter with an urchin will take place on land, always within half a mile of salt water. It has a rolling locomotion on land and is capable of moving at a surprisingly high speed by this means.

Black Urchin: The most common of the urchins, the black urchin is more dark grey in colour than black.

Each melee round the black urchin can fire 1 spine with the accuracy of a +1 light crossbow. A successful hit inflicts 1-6 hit points of damage on its victim.

The gem contained within the creature is worth 10-100 gold pieces.

Green Urchin: This urchin is a pale green colour and is very difficult to detect by sight in water (5% chance).

Each melee round the creature can fire two spines with the accuracy of a +2 light crossbow. If a spine hits, it inflicts 2-7 hit points of damage on the victim.

The gem contained within the creature is worth 40-400 gold pieces.

Red Urchin: This creature is a dull red colour though its spines have black tips.

Each melee round the red urchin can fire 3 spines with the accuracy of a +3 light crossbow. If a spine hits, it inflicts 2-5 hit points of damage on a victim; the tips of the spines also carry a venom which will put the victim to sleep for 1-4 melee rounds unless he makes a saving throw against poison.

The gem contained within the creature is worth 90-900 gold pieces.

Silver Urchin: This, the rarest of the urchins, is a dull silver in colour with black tips on the spines.

Each melee round the silver urchin can fire 5 spines with the accuracy of a +5 light crossbow. If a spine hits, it inflicts 2-5 hit points of damage on a victim; the tips of the spines carry a venom which acts on the victim's nervous system and puts him into a catatonic trance for 1-3 days unless he makes his saving throw against poison.

The gem contained within the creature is worth 250-2,500 gold pieces.

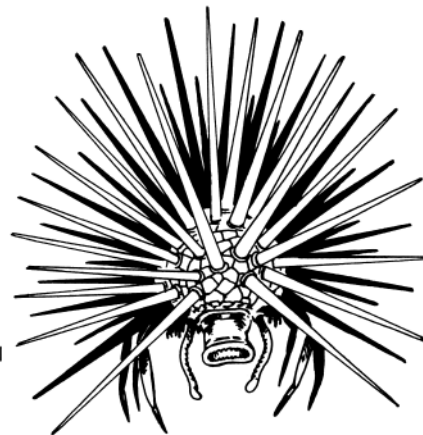
Yellow Urchin: This creature is coloured a very pale yellow and like the green urchin is very difficult to see when in water (5% chance). Its spines have light green tips.

Each melee round the yellow urchin can fire 4 spines with the accuracy of a +4 light crossbow. If a spine hits, it inflicts 1-6 hit points of damage on a victim; the tips of the spines carry a venom which will paralyse the victim for 1-4 turns unless he makes his saving throw against poison.

The gem contained within the creature is worth 160-1,600 gold pieces.

URCHIN, LAND

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 3+3
 % IN LAIR: Nil
 TREASURE TYPE: See below
 NO. OF ATTACKS: 2-12
 DAMAGE/ATTACK:
 1-2 + paralysis
 SPECIAL ATTACKS: Paralysis
 SPECIAL DEFENSES:
 Smoke cloud
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S (3')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/150 + 4/hp



A land-dwelling distant cousin of the sea urchin, the land urchin's spine covered body is often mistaken for a bush. The land urchin is a scavenger that consumes virtually anything that is edible. Its small mouth is located on the underside of its body and it has a rasping tongue with which to saw through armor and gather food. It is a shy creature and will attack only if another creature approaches within 1". It defends itself by shooting 2-12 spines (damage 1-2) per round, and the victim must save vs. poison or be paralyzed for 6 turns. If it must flee, the urchin will release a dark gas cloud with a 10-foot radius to aid in its escape. The land urchin has no visual organs but uses 2 small antennae to detect any movement within 1". It has no front or back, and its 5 spindly legs can rotate to allow it to move in any direction.

Occasionally, a land urchin will eat a bit of material that it cannot digest or eliminate. It will coat the object with a shiny greenish-black substance, forming "pearls" similar to oyster pearls worth 100-600 gp each. Very old urchins may have up to a dozen pearls.

USTILAGOR

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 3+3
% IN LAIR: 90%
TREASURE TYPE: Q (x 1-20)
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 2-5
 (+ poisoning)
SPECIAL ATTACKS: Psionics
SPECIAL DEFENSES: Psionics
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: S (1'-1 1/2' d.)
PSIONIC ABILITY: 150 + 5
 to 30
 Attack/Defense Modes: D/F
LEVEL/X.P. VALUE:
 III/135 + 4/hp



Ustilagor fungi appear to be brain-like growths with coral-like appendages. Although soft and not fast by normal standards, they can scuttle and dart, and this accounts for their relatively high armor class. Their attack consists of flicking out ribbon-like tendrils about 3 feet long. A hit inflicts damage due to alkaline fluids and causes the victim to save vs. poison or suffer additional like damage (2-5 hp) on the following round as the caustic substance affects its body.

Ustilagors have no intelligence or mind as defined by human standards, so mental attacks do not affect them. (Cf., *PLAYERS HANDBOOK*, p. 11, Wisdom Table, asterisked paragraph regarding magical attack adjustment.) These monsters do, however, have some form of brain, for they have psionic powers. Ustilagors can employ telepathic projection to project the following emotions on an individual during a round: hate for associate, distrust of associate, fear of fungi, loathing of area, or uncertainty. These projected emotions cause attack, bickering, desertion, or dithering, accordingly. Ustilagors also use energy control to protect themselves from spell attacks and the like. They attack psionic individuals only by id insinuation (as related to the strongest basic emotions.) Only a psionic blast will affect them in turn.



VAGABOND

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: As form
MOVE: As form
HIT DICE: As form
% IN LAIR: 0
TREASURE TYPE: See below
NO. OF ATTACKS: As form
DAMAGE/ATTACK: As form
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: As form
MAGIC RESISTANCE: As form
INTELLIGENCE: Genius to supra-genius
ALIGNMENT: Neutral (any)
SIZE: As form
PSIONIC ABILITY: 201-300
 Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: Variable

A vagabond is a life force of unknown origin, possibly from a far planet, parallel universe, or undiscovered plane. Though very rare, it may be encountered anywhere. The life force occupies the form of any one intelligent corporal creature indigenous to the area in which it is encountered, apparently forming or controlling the body for its own ends. A vagabond is often immediately recognizable if communication is established, as its odd speech and behavior patterns (always atypical of the form assumed) indicate its unfamiliarity with local customs and expectations.

As vagabonds may have nearly any appearance (though they have no power to change the form once assumed), their movement rates and other physical characteristics are those of the creatures. The vagabond is typically very inquisitive, often about mundane or personal details. If attacked, it will use its form to defend (or retreat) as best possible. If invited to accompany a party for an adventure, however, it will usually agree (90%), offering its form as an asset for use in exploration and (if necessary) combat. If the body is slain, the vagabond life force will depart, never to return. If an entire adventure is completed, the creature will give a special gift to each party member before departing. It can enchant any gem with a variety of *word of recall* (3 uses per enchantment) and will enchant 1 gem per character accompanying it on the adventure by way of thanks. (Only the possessor will know the 1-segment phrase needed to activate the gem).

Vagabonds are creatures of legend, and nothing is known of their true forms or society (if any). They are immune to all forms of mental attack or control, save psionics.

VARGOUILLE

FREQUENCY: Very rare
NO. APPEARING: 1-20
ARMOR CLASS: 8
MOVE: /12" (MC - B)
HIT DICE: 1+1
% IN LAIR: 80%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: S (3' wingspread)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/118 + 2/hp



These horrible monsters are said to have been spawned in Tarterus and released upon the Prime Material Plane to wreak havoc. Appearing as hideous flying heads crowned with writhing tentacles, they appear at dusk and are gone by dawn. They lair in caves, caverns, and deep subterranean delves. Vargouilles hate light. They will attack and extinguish torches or smash lanterns. They will shun light of brighter sort, and daylight blinds them. They are most feared because their bite is so destructive that hit points are actually lost forever unless a saving throw vs. poison is successfully made for each bite inflicted. Failure indicates permanent loss of points of damage inflicted, i.e., 1-4 hit points lost and not restorable by any means short of a *wish*. Vargouilles have both infravision and ultravision.

Treasure possessed by vargouilles is incidental only. If some victim happened to have items of value, then these will possibly be amongst the litter of the vargouilles' lair.

VEGEPYGMY

FREQUENCY: Very rare
NO. APPEARING: 30-300
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1-6
% IN LAIR: 40%
TREASURE TYPE: O, P
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE:
 1 HD = III/53 + 1/hp
 2 HD = III/81 + 2/hp
 3 HD = III/120 + 3/hp
 4 HD = IV/175 + 4/hp
 5 HD = IV/245 + 5/hp
 6 HD = V/425 + 6/hp



Vegepygmys are vegetable creatures of low intelligence. They organize themselves into regional bands and live by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition.

Vegepygmys vary in color and size. Usually their colors will be similar to their normal surroundings. When encountered in areas that match their coloration, they will blend into the background, surprising 50% of the time. They have 1-4 hit dice, although leaders will have more. The composition of a force will be 1 hit die 50%; 2 hit dice 25%; 3 hit dice 15%; and 4 hit dice 10%.

Those with 1 hit die will be 2 feet tall. One-half foot is added for every hit die over 1.

For every 50 vegepygmys there will be 1 subchief of 5 hit dice and 2-5 bodyguards of 3 hit dice each. Every band will have a leader of 6 hit dice. He will have 2-8 bodyguards of 4 hit dice each.

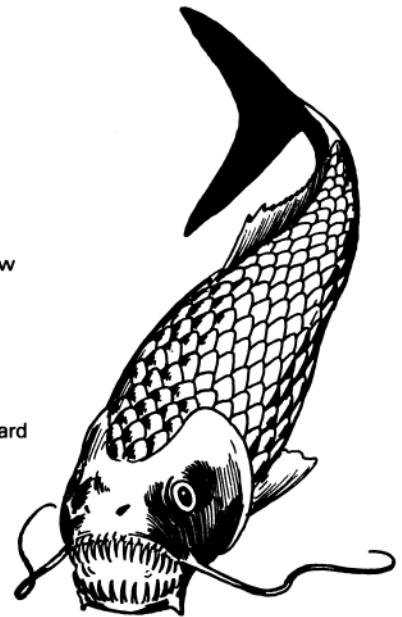
Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegepygmys. Electrical attacks do no damage. Fire and cold do normal damage. Vegepygmys are immune to all *charm/enchantment* spells except those that affect plants. They always have saving throws against *enchantment*, even if one is not normally given.

Vegepygmy lairs are usually found in warm areas underground, although some may be found in dark forests. They form bands near their main food supply and are usually well-organized in the defense of this food supply. They coexist well with other forms of plant life. There is a 40% chance that there will be 1-3 shriekers guarding their lair. Vegepygmys of the same band have the ability to pass by shriekers unnoticed. There is a 70% chance that russet mold will be found in the vicinity of the lair.

Vegepygmys are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. They eat carrion and meat. Vegepygmys reproduce by russet mold or by propagating buds from their bodies. Although they do not have a spoken language, they are capable of vocalized cries. Their major form of communication is a code of chest slappings and thumpings. They live with dog-like creatures (thornies) with the following statistics: AC 3, MV 15", HD 4, hp 21-30, #AT 1, Dmg 2-5 (plus 3-12 ripping damage from their thorn-like growths if in close combat), animal intelligence, man-sized.

VERME

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3 (head)/5 (body)
MOVE: 18"
HIT DICE: 18+18
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-28
SPECIAL ATTACKS: Swallow whole
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (50' - 80' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IX/8550 + 25/hp



The verme is the largest of fish, usually inhabiting great rivers, although some venture into saltwater. Regardless of its locale, the verme prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else. Although the verme is long, it is flattish along its belly and wider than it is high. This enables it to lurk on the bottom and swim in relatively shallow water. The verme's head is heavily scaled and very bony, thus giving it an armor class of 3, while the body is less well protected. Because the verme swallows prey whole—even that as large as a water buffalo—the stomach can contain metallic or other items of indigestible nature (such as gems, crystal, etc.). Swallowing occurs on any hit if prey is not more than 12 feet tall. Damage (3d8+4) is incurred during the swallowing process. Swallowed creatures receive 2-16 points of additional damage per round. Any swallowed being will be dissolved in 6 rounds. The monster is able to upset vessels of up to small galley size when hungry and seeking food. Its thick, slime-covered scales make edged weapons useless, such attacks inflicting but 1 point of damage per blow. Fire-based attacks cause only one-half damage to the verme, unless the attack strikes the inside of the mouth or somewhere internally. In the latter case, damage is at a factor of +1 per die.

The verme looks much like a giant catfish, except it has large scales and numerous, needle-like teeth. It is pale yellow along its underside, the flanks shading from dark brown to a mottled green and brown back.

VILSTRAK

FREQUENCY: Rare
NO. APPEARING: 2-20
ARMOR CLASS: 2
MOVE: 9"
HIT DICE: 1-6 hp
% IN LAIR: 5%
TREASURE TYPE: C
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5/2-5
SPECIAL ATTACK: Surprise on a 1-4
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: I/7 + 1/hp



The vilstrak are known as marl muggers or tunnel thugs by humans. A vilstrak's stony substance provides it with both excellent protection and the uncanny ability to physically merge with earth or stone. This makes

them 75% undetectable even at as little as a 20-foot distance. A vilstrak's attack consists of 2 club-like blows of its fists.

A vilstrak's lair is typically in a hollow space in the earth or stone, which is reachable only by beings able to pass through solid stone or packed soil. However, not being too bright, vilstraks sometimes (5%) select a den where the hollow can be detected and broken into. There, plunderers will find treasures carried into it by the avaricious creatures.

VISION

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 0 (10)
 MOVE: 15"
 HIT DICE: 8
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: *Nil*
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *Ageing*
 SPECIAL DEFENCES: *Semi-ethereal*
immune to normal weapons

MAGIC RESISTANCE: 75%
 INTELLIGENCE: *High*
 ALIGNMENT: *Lawful evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
VI/825 + 10 per hit point

Misguided research by a high-level illusionist (which led quickly to his death) created the visions — summoned beings which appear as shadows. The visions are unable to return to their own plane until their physical manifestations are destroyed on the *Ethereal/Prime Material Plane*; thus they roam the underworld in perpetual frustration and attack all they meet.

A vision exists partially on the *Prime Material Plane* and partially on the *Ethereal Plane*; if attacked from the material plane they are treated as AC0, but if attacked ethereally they are AC10.

A vision attacks by suggestion, not by physical means. Anyone seeing a vision within 30' must roll 3d6, add 3, and compare the result with his intelligence. If the character's intelligence is the greater, he has saved and can no longer be threatened by that particular vision. Any previous 'ageing' he has suffered is seen to have been unreal. A character failing to save will believe that he has aged ten years (the effects of ageing are covered in **ADVANCED DUNGEONS & DRAGONS DUNGEON MASTERS GUIDE**). Each character seeing a vision is 'attacked' in the same way and must attempt the special saving throw, repeating this process each round.

If a character kills a vision, he must make a normal saving throw against magic; if this is successful, the apparent ageing vanishes, but if not it is real and permanent.

A vision can only be attacked by magical or silver weapons on either plane of its existence. The clerical *bless* spell inflicts 3–18 hit points of damage on it, while *dispel illusion* cast on a vision causes 0–5 (d6 minus 1) hit points of damage on it per level of the caster (so a 7th level illusionist casting this spell on a vision would roll d6 seven times, subtracting 1 from each roll and adding the results).

VOLT

FREQUENCY: *Uncommon*
 NO. APPEARING: 2–24
 ARMOUR CLASS: 3
 MOVE: 6"
 HIT DICE: 2+1
 % IN LAIR: 10%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1 and 1
 DAMAGE/ATTACK: 1–4 and 2–12
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Immune*
to electrical type attacks
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S (about 2' diameter)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
II/50 + 3 per hit point



This curious but dangerous little creature appears as a near-spherical bundle of bristly grey hair with two bulbous eyes, two small curved horns and a 3' long tail. It floats as if by *levitation* with mobility added. With regard to aerial combat, it is manoeuvrability class D.

It first attacks by propelling itself towards its victim's neck and biting — 1–4 hit points of damage if the bite succeeds. A successful bite means that it has locked onto its victim's neck and cannot be detached until it (or its victim) is dead. During the time it is attached it will continue to drain blood from the victim's neck for 1–4 hit points of damage each round and will also lash the victim with its tail. The tail produces a jolt of electrical energy each time it strikes, for 2–12 additional hit points of damage per round. After the volt has attached itself to a victim's neck, it requires no 'to hit' roll either for its bite or for its tail attack.

These are bad-tempered creatures and will usually attack even if they are not themselves attacked or threatened.

VODYANOI

FREQUENCY: *Rare*
 NO. APPEARING: 1–3
 ARMOUR CLASS: 2
 MOVE: 6"
 HIT DICE: 8
 % IN LAIR: 30%
 TREASURE TYPE: *G*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
3–12/3–12/1–10
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: *L (8' tall, 5' wide)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
VI/650 + 10 per hit point



These predators are close aquatic relatives of the umber hulk (see **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**) which live in deep bodies of fresh water. They are similar in appearance to their cousins but have only two eyes (and thus lack the *confusion* ability of the umber hulk); their skin is green and slimy and they have webbed claws. They prey on large fresh-water creatures but view humans as particular delicacies. They are extremely territorial creatures and will ferociously defend the area around their lairs.

Their powerful claws are capable of rending the hull of any passing boat, while their strength and bulk allow them to overturn smaller vessels.

In melee they attack with their two claws (3–12 hit points of damage each) and their mandibles (1–10 hit points of damage). Once per day a vodyanoi can summon (with a 50% chance of success) 1–20 electric eels to its aid.

It is believed that a salt-water species exists which is twice as large and much more ferocious than the vodyanoi or the umber hulk, but little firm information is available.

VORTEX

FREQUENCY: *Very rare*
NO. APPEARING: 1-8
ARMOR CLASS: 0
MOVE: 15"
HIT DICE: 2+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Chaotic neutral
SIZE: Variable
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 11/50 + 3 per hit point



The vortex appears as a whirlwind — 4" high, 1" base diameter and 3" diameter top (though larger ones are believed to exist on the *Elemental Plane of Air*). It appears to be free willed and cannot be summoned. The physical form of the vortex is a small sphere about the size of a grapefruit which bobs and dodges about in the centre of the whirlwind. Its small size and its speed of movement make it difficult to hit; thus its high AC value.

If a character is 'hit' by the vortex, he suffers no immediate damage but is caught in the whirling cone of air and starts to spin. Thereafter he can only be released when the vortex is killed and he will take 1-3 hit points of damage per round as a result of the spin. Additionally there is a 5% cumulative chance per melee round of a spinning victim being killed by a particularly violent air-current.

A single vortex is only large enough to accommodate one victim of human size, though it could contain two smaller creatures simultaneously. A victim trapped inside the vortex cannot hit the being's sphere — only those who are not trapped may do so.

VULCHLING

FREQUENCY: Rare
NO. APPEARING: 2-16
ARMOR CLASS: 7
MOVE: 6"/3" (MC:C)
HIT DICE: 1
% IN LAIR: 25%
TREASURE TYPE: J, K, L, M/individual
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 2-5 or 1-4/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE:
 1/10 + 1/hp



Vulchlings are a race of bird-like creatures having the appearance of vultures with vaguely human features. They favor desolate or subterranean lairs. Vulchlings will consort with harpies or even Type I demons at times. They roost in trees or on ledges and swoop down upon unsuspecting prey, attacking with extended talons. Thereafter, they hop to the attack with their sharp beaks. There will be from 0-9 eggs in a vulchling lair.

VULTURE

	Giant	Ordinary
FREQUENCY:	Very rare	Common
NO. APPEARING:	2-12	4-24
ARMOR CLASS:	7	6
MOVE:	3"/24" (MC:D)	3"/27" (MC:E)
HIT DICE:	2+1	1+1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	1-2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L (12' + wingspread)	M (5'-6' + wingspread)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	1/20 +2/hp	11/35/hp

Carion eaters of this sort are found in temperate to tropical regions. Vultures have eyesight at least equal to that of any falcon, hawk, or eagle. Thus, they remain at a very great altitude, searching the land beneath from a great vantage point. At the sight of erratically moving, crippled, or fallen creatures, any vultures present will swoop lower to determine if the creature is near dead or dead. Helpless or dead creatures will be eaten by vultures. A potential victim able to actually strike at a vulture will cause ordinary vultures to move out of attack range, where they will wait for the victim to weaken past the point of resistance. Giant specimens, however, must actually be struck (a successful to-hit score) to drive them off to a safe distance.

During the course of a melee in terrain where vultures are present, the vultures will appear 7-12 rounds after a creature is felled, whether it is unconscious, killed, or magically sleeping or held. If combatants are not within 20 feet of fallen creatures, the vultures attracted to the scene will alight and begin pecking at the victim, with 1-6 attacking each round. Note that game killed will not attract vultures if removed quickly and kept in the presence of active, obviously healthy beings.



WASP, Giant

FREQUENCY: Rare
NO. APPEARING: 1-20
ARMOR CLASS: 4
MOVE: 6"/21"
HIT DICE: 4
% IN LAIR: 25%
TREASURE TYPE: Q (x 20)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8/1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Giant wasps are feared because they continually hunt for prey — both to devour and to place in a paralyzed state with their eggs. Other giant insects are most often victims, but even humans are not immune. Certain wasps build mud cases for their eggs, but those which build paper nests are the ones which are most feared, for their lair will contain 21-40 adult wasps. A giant wasp attacks with both its powerful jaws and its poisonous sting. It can use the latter weapon repeatedly. Any victim of a sting must save versus poison or become paralyzed permanently, with death occurring in 2-5 days unless a neutralize poison spell or antidote is applied. (Victims are typically eaten by the wasp larvae in the 2-5 day period.) Wasp wings are very vulnerable to fire, and they will immediately be burned off if within the radius of a fire ball or even exposed to hot flame. This does not injure the wasp, but it makes the creature flightless.

WATER WEIRD



FREQUENCY: Very rare
NO. APPEARING: 1-3
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 3 + 3
% IN LAIR: 50%
TREASURE TYPE: I, O, P, Y
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: L (10' + long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

The water weird are a life form originating in the elemental plane of water. They attack all living things, feeding from their essences in some unknown manner. The creature forms in two melee rounds from the water, appearing as a serpent, and lashes out, striking as a 6 hit dice monster. Any creature struck will be dragged into the water unless it saves versus paralyzation. Sharp weapons cause but 1 hit point of damage; blunt ones cause normal damage when striking these monsters. Damage equal to its total hit points disrupts the water weird; it reforms again in 2 melee rounds. Cold spells slow it, fire-based spells do half or no damage, but a purify water spell actually kills. All other attacks simply do not harm or disrupt the creature. A water weird can take over a water elemental on a dice score of 11 or better on a 20-sided die.

WEASEL

FREQUENCY: Uncommon
NO. APPEARING: 1-2
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 1/4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE: 1/2 + 1/hp

Weasels and their kin, such as mink, ferrets, and stoats, are common predators. Armor class is attributed to small size, darting movement, and speed. They will not attack unless cornered. Some of these creatures are hunted for their pelts, as their fur is valued. Ferrets can be captured while young and trained to hunt small burrowing game.

WEASEL, Giant

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 3 + 3
% IN LAIR: 15%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Drain blood
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Giant weasels are very vicious and hunt prey aggressively. They will attack until destroyed. They favor woodlands but also roam subterranean places in hunting.

In addition to its bite, a giant weasel drains blood, for on the melee round after it successfully bites an opponent, it does not release its jaws, but instead the giant weasel sucks the blood from the victim at a rate of 2-12 hit points of damage per melee round.

In addition to its bite, a giant weasel drains blood, for on the melee round after it successfully bites an opponent, it does not release its jaws, but instead the giant weasel sucks the blood from the victim at a rate of 2-12 hit points of damage per melee round.

If taken before half-grown, and carefully trained, giant weasels can sometimes (25%) be used as hunting animals and guards. When encountered in their lair, there will always be 4 or more giant weasels — 2 parents and young from 10% to 80% mature. The young also attack, doing damage appropriate to their development.

Weasel pelts sell for 1,000 to 6,000 gold pieces.

WEBBIRD

FREQUENCY: Very rare
NO. APPEARING: 12-48
ARMOR CLASS: 8
MOVE: 3"/18"
HIT DICE: 1/2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1 hp
SPECIAL ATTACKS: Webs, egg insertion
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1/7 + 1/hp



The webbird is not actually an avian; it might be some form of feathered insect or arachnid. It is found in semitropical lands, usually inhabiting the fringes of woodlands so it can seek prey in nearby open ground. A webbird appears to be a beakless bird, about raven-sized, with long-feathered wings and a long spiky tail. Careful inspection will reveal a slitted mouth with hard, sharp ridges for biting and a drooping chest appendage about 4 inches long.

Food consists of small flying creatures. When large, warm-blooded creatures come within sight, a flock of webbirds will take to the air. They then gather together and make low passes over the heads of the intended victims. Each webbird can emit a 7-12 foot long strand of sticky, inflammable web, once per round. The effectiveness of a flock's attack is determined by rolling 1d6 and adding 1 for every 6 webbirds in the flock. The area of attack is 12 feet by 12 feet square. Attacks are as follows:

Die Score	Result
1-3	Ineffective attack
4-6	1 creature ensnared for 2-8 rounds
7-10	2-5 creatures ensnared for 2-5 rounds
11 and up	Entire area covered with webs, and all therein are held fast for 2-5 rounds

A strength score of 17 will shorten immobilization time by 1 round and 18 (with or without exceptional rating) by 2. Alcohol dissolves the strands, 1 flask of wine being sufficient to free 1 man-sized creature. As soon as a victim is held fast, 1-4 webbirds will alight upon it. Next round the webbirds will insert their chest appendages in exposed flesh and inject 2-8 eggs. Grubs hatch from the eggs in 3-6 turns, and each grub eats its way into the host and inflicts 1 point of damage per round (per grub), eventually killing it. Fledgling webbirds will emerge from a corpse within 7 turns after the victim has died. Pain from grubs is excruciating. (A cure disease spell will kill the grubs.)

Webbirds shun flame and fire. An individual with a torch will be safe from attack as the webbirds will avoid him or her and attack unprotected creatures. A webbird can be caught in a person's hand (a successful to-hit score) and crushed then and there. The monster will always inflict a dying bite (1 hit point) upon its slayer.

Webbird feathers are metallic gray with greenish hues at wingtips and tails. Underbellies are bright gray, shading to light green near the tail.

WEMIC

FREQUENCY: Very rare
 NO. APPEARING: 2-16
 ARMOR CLASS: 6 (5)
 MOVE: 12"
 HIT DICE: 5+8
 % IN LAIR: 50%
 TREASURE TYPE: B
 NO. OF ATTACKS: 2 claws,
 1 weapon
 DAMAGE/ATTACK: 1-4/1-4
 weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Surprised
 on a 1
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: L (7' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/200 + 7/hp



Wemics are large lion centaurs that roam temperate grasslands and savannas and hunt antelope and similar herd animals. They speak their own language and Common. Wemics are intelligent, know how to use fire, and are reported to be excellent trackers and guides.

Wemics are surprised only on a 1. In combat they attack with claws and a weapon. They are able to leap 10 feet upward and 30 feet forward. Wemic males carry javelins and a stone club or short sword. They often use tough leather shields (armor class 5). Females fight without weapons but gain a +2 on to-hit rolls if their young are attacked. Females use a clawing attack with armor class 7. The young are noncombative.

Wemics live in groups, called prides, of 4-16 males, 2-24 females, and 1-12 young. From 3-30 prides will band together to form a tribe led by a chief (AC 5, HD 6+4, Dmg 1-6/1-6 + weapon +1). Sometimes 2d4 tribes will form a clan or nation led by a king (AC 3, HD 9, Dmg 1-8/1-8 + weapon +2) and 2-8 chieftain bodyguards. There is a 70% chance a witch doctor will be present with any tribe (7th level cleric/4th level magic-user maximums).

WHIPWEED

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-2
 ARMOUR CLASS: *Stalks 6; base 4*
 MOVE: 3"
 HIT DICE: *Stalks 2+4; base 1+4*
 % IN LAIR: 50 %
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *1-10/1-10*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: *Variable*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
III/120 + 4 per hit point

This strange creature was originally named in the belief that it was a plant; though it displays behaviour which supports that theory, it also has many qualities which are not plant-like (though the druidic spells relating to plants affect it, curiously enough).

The whipweed has two stalks, thin and whip-like with a few appendages which look like small leaves. When fully grown, the stalks are up to 15' long, though smaller specimens are just as common. The stalks are connected to a spheroidal base or 'body' which contains a small brain and is equipped with eight small legs; the creature is thus capable of limited movement and can withdraw the root-like appendages below its body from the earth to permit locomotion. The whipweed hates sunlight so is usually found underground or in the heart of a deep forest. It draws its sustenance from the remains of its animal prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body.

Its need to embed its 'roots' into the earth is not fully understood; certainly the creature can survive apparently without limit in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater for its need to root from time to time.

It attacks anything which moves within range of its stalks, each stalk hitting as a monster with 3 hit dice and capable of inflicting 1-10 hit points of damage. The stalks will attack different victims if two are in range. If a stalk is 'killed', the body is not affected, and to kill the creature the body must be destroyed. If the body is destroyed (reduced to zero hit points or below) the whipweed dies but the stalks go into a mad frenzy for one melee round before they become inert; during this time they attack three times each and each attack inflicts double the normal damage on the victim if successful.

If both stalks are destroyed the base/body will attempt to escape.

WHALE

FREQUENCY: *Common*
 NO. APPEARING: 1-8
 ARMOR CLASS: 4
 MOVE: 18" to 24"
 HIT DICE: 12 to 36
 % IN LAIR: 0%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1 or 1
 DAMAGE/ATTACK: 5-20 to 15-60 or
 1-8 to 5-40
 SPECIAL ATTACKS: *Tail*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Whales great and small (for whales) populate the oceans. Many are plant-eaters, but a few are carnivores. The latter will occasionally attack humans (killer whales will always do so), and all forms of whales are very dangerous if molested. The carnivorous whales attack by biting (5-20 to 15-60, depending on size). Other whales use their great flukes to smash opponents (1-8 to 5-40, based on size). Whales at the surface can smash with their tails, causing damage equal to half their number of hit dice to any creature struck. Carnivorous whales will swallow prey whole, the huge (36 hit dice) sperm whales being able to swallow a long boat and its crew whole and alive. (While it is not too difficult to then escape, digestive juices will cause 1 point of damage per turn, and if the whale disgorges the prey swallowed alive due to their irritation of its stomach, there is a 50% chance this will be done at considerable depth.)

The stomach of a carnivorous whale can contain treasure. A 1% per hit die chance is allowed for each coin type, gems, jewelry, and magic items. The number of coins is 1,000-3,000 per type. Gems and jewelry will number from 1-20 each. 1-4 magic items can be contained. Sick whales give forth ambergris, a stinking mess which is worth 1,000 to 20,000 gold pieces in a large city. A whale carcass can be sold in a port for 100 gold pieces per hit die of size.

WILLOW, BLACK

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 1/4"
HIT DICE: 12-19
% IN LAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 7-12
 (within 30' of trunk)
DAMAGE/ATTACK: 1-4 each

SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to very
ALIGNMENT: Neutral (evil)
SIZE: L (6'-9" diameter trunk)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VIII/2400 + 20/hp

The black willow is a mobile, sentient tree of evil disposition. Although it inhabits areas where normal willows grow, it gets only a portion of its nourishment from sun, air, water, and earth. The monster is carnivorous, relishing elves, gnomes, and humans particularly. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs; other times they will show safe-looking trunk cavities at base or high on the upper trunk. Of course, treants can spot black willow instantly, but even druids cannot do so without magical aid (such as *locate plants*, for example).

Treasure of any sort is sometimes found buried beneath this tree monster along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure which weak acid could not digest. It also assumes the black willow has stayed in a locale for a period of weeks.

Normal attack is with lashing, whip-like branches, but there are 2 special attack forms, one of which is generally employed earlier. If a creature has climbed out on a safe-looking limb, the black willow will generate an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No saving throw is possible. A hole will open underneath, and 1 or more victims will then be taken into the hollow limb. The limb will then tilt to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victim(s) in the digestive cavity of the trunk. The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at the rate of 1 foot per 10 rounds until the entire 8-foot cavity is filled. The juice is acidic and inflicts 1-4 points of damage per round until death occurs. Digestion is indicated by -12 or more hit points, and any resurrection is thereafter impossible. Creatures trapped inside can employ only short, sharp weapons because of the confined space. Maximum normal damage is 1 point per round; magical and strength bonuses apply to weapon damage. Rescue, if any, must usually come from outside. A black willow regenerates at the rate of 1 point per turn.

WILL-O-(THE)-WISP

FREQUENCY: Uncommon
NO. APPEARING: 1 (or 1-3)
ARMOR CLASS: -8
MOVE: 18"
HIT DICE: 9
% IN LAIR: 5%
TREASURE TYPE: Z
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic evil
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Will-o-wisps commonly haunt deserted, dangerous places such as bogs, fens, swamps, or catacombs where mires, quicksand, pit traps and the like are plentiful. A victim trapped by these hazards feeds the will-o-wisp as it expires, for the thing feeds upon the fleeing life force. Thus, will-o-wisps seek to lure prey to their doom. 10% of the time 1-3 are encountered, and in these cases the creatures' lair will be nearby 90% of the time. The creature can attack, however, any hit causing 2-16 points of electrical damage to the opponent.

A will-o-wisp is able to grow bright or very dim in order to confuse prey. It can move slowly or flit about. It can blank out its glow entirely for 2-8 melee rounds if it does not attack, and at that time it can be detected only by creatures able to see invisible objects.

While any weapon will harm a will-o-wisp, most spells do not affect it. The only spells which can affect the creature are *protection from evil*, *magic missile* and *maze*. If brought to 5 or fewer remaining hit points a will-o-wisp will reveal its lair and give over its treasure.

Description: A will-o-wisp is a glowing sphere, looking like a lantern, torch or even a *dancing lights* spell effect. In combat they glow blue, violet or pale green.

WIND WALKER

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 7
MOVE: 15"/30"
HIT DICE: 6 + 3
% IN LAIR: 20%
TREASURE TYPE: C, R
NO. OF ATTACKS: See below
DAMAGE/ATTACK: 3-18

SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Wind walkers are creatures from the elemental plane of air, and on the material plane prefer to live high in mountains or in great caverns very far below the surface. Their approach is detectable at from 10"-30" as a whistling, howling or roaring depending on the number coming. These monsters are telepathic and can detect thoughts within 10"-30" (as they work in series to boost range).

They attack by wind force, each wind walker causing 3-18 points of damage per turn to all creatures within 1' of them who are hit.

Being ethereal, wind walkers can be fought only by such creatures as djinn, efreet, invisible stalkers, or aerial servants, or affected by spells such as *control weather* (unless save is made versus magic, the monster dies), *slow* (affects monster like a fire ball), and *ice storm* (drives them away for 1-4 melee rounds). *Haste* does one-half damage to wind walkers, but it also doubles the amount of damage done by the wind walkers. Magical barriers will stop them, but wind walkers will otherwise pursue for 2-5 melee rounds minimum. They are subject to attack by *telepathy*. Wind walkers are sometimes forced into servitude by storm giants (for obvious reasons).

WITHERSTENCH (Skunk Beast)

FREQUENCY: Rare
NO. APPEARING: 3-12
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 2+2
% IN LAIR: 20%
TREASURE TYPE: B
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: S (4' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
 III/65 + 3 per hit point



A bizarre relative of the skunk, this beast has little fur — and what little there is sprawls in dirty patches over the skin, which itself is blotchy yellow and covered in tiny purple spots. It lives mainly in dank and filthy areas where carrion — its food — can be found.

In melee it attacks with two claws for 1-6 hit points of damage each. Its spots constantly emit a powerful and nauseating odour. All within 30' of the creature must save against poison or be nauseated, retching uncontrollably. Victims who fail to make their saving throw will be helpless and unable to defend against the creature's attack. However the effects wear off after the skunk beast moves out of a 30' range.

WITHERWEED

FREQUENCY: *Uncommon*
NO. APPEARING: 1
ARMOUR CLASS: 8
MOVE: *Immobile*
HIT DICE: 3 (or more)
% IN LAIR: 100%
TREASURE TYPE: *See below*
NO. OF ATTACKS: *Variable*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *Nil*

MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *Variable — see below*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
 3HD: 111/90 + 3 per hit point
 4HD: 111/125 + 4 per hit point
 5HD: 1V/165 + 5 per hit point
 6HD: V/275 + 6 per hit point

This weed is usually found amongst ruined masonry, across doors or smothering a long-forgotten treasure chest in the underworld. It is typically quite extensive; an average specimen will cover an area approximately 20' square, though weeds up to twice this size have been known and even larger ones are theoretically possible. The average specimen has 3 hit dice, but larger weeds have 4, 5 or even 6 hit dice.

The weed is dry and is therefore easily burned, but, when burning, it produces toxic smoke; anyone inhaling the smoke must save against poison or die instantly. The fire will burn and the smoke will stream forth for 1 round per square foot of vegetation. Only a strong wind will blow the heavy, oily smoke away — otherwise it forms a cloud of volume equal to 9 times the area of the witherweed and will take at least four hours to dissipate.

The weed attacks with its many, equally spaced fronds; an average specimen will have 13–24 so positioned that at least one frond can attack each person confronting it. A frond hit drains 1–4 dexterity points from its victim (a successful saving throw against poison will halve the number of points drained). If a victim has the maximum of 4 dexterity points drained from a single hit he also suffers a nervous seizure — total collapse for 2 melee rounds, followed by a further 5 melee rounds during which he attacks at –2 hit probability and moves at 75% of his normal rate; dexterity bonuses (if any) do not apply during this 7-round period.

A victim becomes incapacitated if his dexterity is reduced below 3, and dies if it is reduced to zero or below. Half the dexterity points lost are recovered by living victims naturally at the rate of 1 point per day, but the remainder can only be regained by the casting of *cure disease* on the victim.

WOLF

	Wolf	Wolf, Dire (Worg)	Wolf, Winter
FREQUENCY:	<i>Common</i>	<i>Rare</i>	<i>Very rare</i>
NO. APPEARING:	2-20	3-12	2-8
ARMOR CLASS:	7	6	5
MOVE:	18"	18"	18"
HIT DICE:	2 + 2	3 + 3 (4 + 4)	6
% IN LAIR:	10%	10%	10%
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>	<i>I</i>
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-5	2-8	2-8
SPECIAL ATTACKS:	<i>Nil</i>	<i>Nil</i>	<i>Frost</i>
SPECIAL DEFENCES:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Semi-</i>	<i>Semi- (low)</i>	<i>Average</i>
ALIGNMENT:	<i>Neutral</i>	<i>Neutral (evil)</i>	<i>Neutral (evil)</i>
SIZE:	<i>S</i>	<i>M (L)</i>	<i>L</i>
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Attack/Defence Modes:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>

Wolf: These carnivores are found in wild forests from the arctic to the temperate zones. They always hunt in packs and if hungry (75%) they will not hesitate to follow and attack prey, always seeking to strike at an unguarded moment. Their howling is 50% likely to panic herbivores which are not being held by humans and calmed. They love horsemeat. If encountered in their lair there is a 30% chance that there will be 1-4 cubs per pair of adult wolves. Cubs do not fight and can be trained as war dogs or hunting beasts.

Wolf, Dire: This variety of wolf is simply a huge specimen typical of the Pleistocene Epoch. They conform to the characteristics of normal wolves. **(Worgs):** Evil natured, neo-dire wolves are known as worgs. These creatures have a language and are often found in co-operation with goblins in order to gain prey or to simply enjoy killing. They are as large as ponies and can be ridden. They otherwise conform to the characteristics of wolves.

Wolf, Winter: The winter wolf is a horrid carnivore which inhabits only chill regions. It is of great size and foul disposition. Winter wolves can use their savage jaws or howl forth a blast of frost which will coat any creature within 1" of their muzzle. This frost causes 6-24 hit points damage — half that amount if a saving throw versus dragon breath is successful. The winter wolf is able to use the howling frost but once per 10 melee rounds. Cold-based attacks do not harm them, but fire-based attacks cause +1 per die of damage normally caused. They have their own language and can also converse with worgs. The coat of the winter wolf is glistening white or silvery, and its eyes are very pale blue or silvery. The pelt of the creature is valued at 5,000 gold pieces.

Wolf, Mist

Climate/Terrain: Any non-desert land environment

Frequency: Very rare

Organization: Pack

Active Times: Night

Diet: Carnivore

Intelligence: Average (8-10)

Treasure: Nil

Alignment: Lawful good

Reaction Modifier: 0

Number Appearing: 2-20

Armor Class: 6

Movement: 18"

Hit Dice: 3 + 3

THACO: 16

Number of Attacks: 1 bite

Damage per Attack: 2-6

Special Attacks: Nil

Special Defenses: Breath weapon

Magic Resistance: 10%

Size: Medium (4 feet high at the shoulder)

Morale: Elite (16)

Experience Value: 60 + 5/hp

Mist wolves are cousins of normal wolves, but they are larger and have some magical abilities. Although they're lawful good in alignment, mankind's innate fear and hatred of wolves ensure that these creatures will always be misunderstood.

Physical Appearance: Mist wolves are almost identical to their non-magical cousins, except they're higher at the shoulder and their fur is smokey grey with white tips on the hackles. They're slim and muscular, with fearsome-looking teeth. Their eyes are black, without the red tinge oftenseen in wild wolves.

Combat: Mist wolves attack in packs like common wolves, often using sheer weight of numbers to drag down opponents. They're more intelligent than their cousins, so they are less likely to continue an obviously losing battle.

Mist wolves have a magical ability that makes it easier for them to disengage from stronger opponents: A single wolf can exhale clouds of thick mist (similar to a *wall of fog* spell) blocking all vision, filling a volume 10 feet on a side and lasting five rounds unless blown away. The mist is purely defensive, since it's as opaque to the wolves as it is to their opponents. This ability can be used twice per day.

Habitat/Society: Because of their alignment, mist wolves only attack humans or demihumans who are behaving in a flagrantly evil manner. Normally, mist wolves will protect travelers from evil creatures that may wish them harm. Unfortunately, fear and hatred of wolves is taught from the cradle, and is embodied in everything from children's tales to common expressions ("a wolf in the fold," "the wolf at the door," etc.). The fact that mist wolves are frequently seen when evil is abroad doesn't help; people never realize—or refuse to believe—that the wolves only appear when evil is near in order to fight it. Therefore, mist wolves are often slain by the people they're trying to protect.

Mist wolves have an innate ability to detect evil. This power operates continuously, and without conscious volition. They're implacable enemies of evil, and defenders of goodness and law. They'll often go to great lengths—even giving their lives—to protect humans and demihumans.

Mist wolf society is based around the pack, as with common wolves. Packs comprise up to 20 wolves, with an equal number of males and females. The leader of the pack is the strongest individual (usually male, but not necessarily so), who gains and defends the position by challenge and (non-lethal) combat. If the pack is encountered in its own territory (usually wilderness forests), there are half as many cubs present as there are females. Mist wolves are monogamous and mate for life, and both parents share the responsibility of caring for the cubs. Cubs grow rapidly, reaching full maturity at the age of 12 months. They gain their breath weapon ability at half that age.

Mist wolves have their own rich language consisting of yips, barks, and growls. They understand the common tongue, but are unable to speak it for anatomical reasons.

These creatures are most common in forests with evil reputations, because that's where they can do the most good. (Of course, this doesn't help the wolves' reputations at all . . .) There are large populations of mist wolves in Dreadwood and in the Burneal Forest, although they aren't limited to these areas.

Niche: Mist wolves are highly efficient predators with few natural enemies. They're intelligent enough to select their victims and control their hunting with care, making sure never to over-predator an area or prey population.

WOLF-IN-SHEEP'S-CLOTHING

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
 (root tentacles)/5
 (body stump)/7 (eyestalks)
MOVE: 1"
HIT DICE: 9 (see below)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1-3
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: S (effective)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 14/hp



This weird vegetable monster lurks in undergrowth or in grassy meadowlands. It creeps slowly from place to place, using its 7 root tentacles for locomotion, early feeding, and even to capture live prey. Its 2 or 3 eyestalks are long enough to give the monster excellent, wide-angle vision.

While the actual body (stump) of the wolf-in-sheep's-clothing can stand 9 hit dice of damage, its appendages can be broken or severed without permanent harm to the monster, as it can regenerate them in 1-4 weeks. Root tentacles take 19-22 hit points each and eyestalks 13-16 hit points. The creature's attack is to lure prey within 12 feet and then strike and grasp with 1-3 of its gnarled root tentacles. A successful strike inflicts 1-4 points of damage and entwines the victim. The prey will then be drawn to the stump's maw next round. Damage will be another 1-4 hit points plus a certain bite for another 7-12 hit points unless the victim manages to break free of the grasping root or roots.

Breaking a root tentacle by sheer strength requires an unhindered grasp; thus, a creature held by a root cannot break it, but the creature may break free. Breaking free requires 13 or greater strength. Each point allows a 5% chance. At 18 strength, the chance to break free is 30% +1% per 1% of exceptional strength; thus, a character with 18/70 strength has 100% probability of breaking loose. Only creatures with exceptional strength can break a root tentacle.

The wolf-in-sheep's-clothing is 90% likely to attack by surprise. It uses its resemblance to a tree stump or its ability to sprout a growth resembling a small furry creature to attract prey. The lure-growth is moved so as to "look" at approaching prey and then it will "freeze" so as to be "unnoticed."

The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 2-3 feet in diameter. Eyestalks are 10-15 feet long, brown near the base, green at the tips, and with pinkish or violet flower-like eyes. Roots are from 9-12 feet long. The vertical maw located in the trunk has jagged teeth and thick, black lips. When shut, it appears to be an old scar on a normal tree stump.

WOLVERINE

	Wolverine	Wolverine, Giant
FREQUENCY:	Uncommon	Rare
NO. APPEARING:	1	1
ARMOR CLASS:	5	4
MOVE:	12"	15"
HIT DICE:	3	4 + 4
% IN LAIR:	15%	15%
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/2-5	2-5/2-5/2-8
SPECIAL ATTACKS:	Musk	Musk
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Semi-
ALIGNMENT:	Neutral (evil)	Neutral (evil)
SIZE:	S	M
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

Wolverines inhabit only colder regions (which is fortunate for mankind, for these animals are horrible). They are vicious, hateful, destructive carnivores who kill for the sheer love of ending another creature's life. Bears and wolves respect these creatures' ferocity. Their speed is partially responsible for their high armor class, and their ferocity in combat makes their attacks have a +4 on "to hit" dice rolls. A wolverine can squirt its disgusting musk at any opponent at its rear. The musk is equivalent to that of a skunk (q.v.). A wolverine will purposefully destroy food or human goods of any sort by spraying musk upon the unwanted items. Although only semi-intelligent in most things, in hunting and combat the creature is exceptionally intelligent.

WORM

BLOODWORM, *Giant*

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOUR CLASS: 4
 MOVE: 6"
 HIT DICE: 6
 % IN LAIR: 50%
 TREASURE TYPE: Q
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 + blood drain
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (20' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 IV/225 + 6 per hit point



Giant bloodworms are usually found in the shallow pools of underground caverns. They cannot swim, but propel themselves along the bottom of such pools or on nearby firm ground. Their underbelly is a dark slimy brown while their upper surface is mottled green. Lying half in, half out of a pool, a giant bloodworm is easily mistaken in dim light for a moss-covered boulder.

A giant bloodworm will only attack if hungry (they will eat once a week) or if trodden on. When the giant bloodworm does attack, it will attempt to fasten its large suckered mouth onto a victim. If successful, it will drain blood from its victim each subsequent round. Though the initial attack requires a successful 'to hit' roll and causes no damage, subsequent blood drains are automatic, requiring no 'to hit' roll, and deliver 1-8 hit points of damage until the bloodworm dies or releases its grasp.

Giant bloodworms are particularly vulnerable to fire — they take double damage from all fire attacks and save at -2 against magical fire. A successful fire attack is the only way, short of killing the beast, to force it to relax its grip on a victim, though if the bloodworm is not killed, it will attempt to re-attach itself to a victim immediately.

BOOKWORM

FREQUENCY: *Rare*
 NO. APPEARING: 1-2 (10-40)
 ARMOR CLASS: 2
 MOVE: 12" (3")
 HIT DICE: 1/4 (2 hit points)
 % IN LAIR: 25%
 TREASURE TYPE: See below
 NO. OF ATTACKS: *Nil*
 DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: I/7 + 1/hp

This small worm, only 1 inch long, is greatly feared by magic-users because it is attracted to paper in all forms. It can smell scrolls, maps, arcane tomes, and spell books at a distance of 60 feet. Normally a dull gray color, a bookworm's chameleonlike abilities enable it to instinctively blend into any background. Its armor class is due to its speed and agility; motionless, it is AC 9.

The bookworm surprises initially 95% of the time. If the victim can see invisible things, the bookworm's chances are reduced to 50%. Note that these chances apply even to creatures normally hard to surprise (i.e., rangers and monks), because of its small size, speed (very great in proportion to its size), and inoffensive nature. If the bookworm does initially gain surprise, it may then be discovered (25%) on the outside of a victim's leg or pack; otherwise, it will remain unnoticed unless the victim bearing paper hears the creature's noisy munching (base 50% chance per round). A feeding bookworm is motionless until attacked. After any 1 attack it will flee (if possible) by first jumping 10 feet and then crawling back to its lair at top speed.

A bookworm will always be attracted to the largest volume of paper in an area. It can burrow through dead wood or leather at a 3 inch rate and through a leather scroll case or pack in 1 segment but cannot digest living matter of any type. It will destroy spell books and scrolls at the rate of 1 spell level per round (i.e., 5 rounds for a scroll of a single 5th-level spell). A bookworm lair is always a library or storeroom of some kind, whether in use or long-forgotten. When a bookworm is encountered, there may be undamaged paper items remaining (30% chance); a map (20%), scroll (30%), arcane work (of magic-user level 5-10 20%) or normal spell book (of magic-user level 1-8 10%). If spell books of either type are indicated, they should be appropriate for the determined level of magic-user but will be 0-90% destroyed by the worms (1d10-1).

PURPLE WORM

FREQUENCY: *Rare*
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 15
 % IN LAIR: 30%
 TREASURE TYPE: B, Q (x 5), X
 NO. OF ATTACKS: 1 and 1
 DAMAGE/ATTACK: 2-24/2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L (50' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Purple worms burrow deep beneath the ground in a constant search for food. They sense vibrations at 60' and move to attack. Generally only adult specimens, 8'-9' in diameter and 40'-50' long, are encountered. Young are 1' in diameter and about 5' when they hatch, a typical hatching being 10-20, each with 1 hit die + 4 hit points. They return to their lairs to rest, and there they expel such indigestible waste as metal and mineral crystals.

A purple worm attacks by biting (2-24 points of damage), and any hit 20% over the required score (that is 4 or more over the required number) or a 100% (die roll of 20) score in any case indicates the creature has engulfed its victim. A mature purple worm can swallow, whole, a creature as large as 8' or so tall and up to 6' wide, or vice versa. Any creature swallowed will be dead in 6 melee rounds. The worm will digest its meal in 12 turns, and at that time the creature is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the purple worm's stomach. The inner armor class of the 'worm is 9, but each round the creature is in the worm it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, etc.

Additionally, the purple worm has a poisonous stinger in its tail. This weapon is only used in rear defense, however, or if the 'worm is fighting large or numerous opponents in a very spacious area which will allow it freedom to use its stinger. The sting causes 2-8 hit points of damage when it hits, and if the victim fails its poison saving throw it is killed by the purple worm's poison.

Mottled Worm: The mottled worm is an aquatic variety of the purple worm. It inhabits shallow bottom muck but will surface for prey. It otherwise conforms to the characteristics of the purple variety.

Tenebrous Worm

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 1
 MOVE: 1"
 HIT DICE: 10
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-20
 SPECIAL ATTACKS: Acid
 SPECIAL DEFENSES:
 Poison bristles
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M (6 feet long)
 PSIONIC ABILITY: None
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2400 + 20/hp



These insectoid predators inhabit most of the Plane of Shadows, though they are more common in forested areas. They seek warm-blooded prey but will hesitate to attack humans.

Tenebrous worms are formidable opponents in combat; their heads are equipped with powerful mandibles that drip a highly caustic acid secreted from glands located behind the creature's multi-faceted eyes. Any opponent struck by the mandibles is also subject to the effects of the secretion (save vs. poison at -3, or take double damage from the bite).

The head and forebody of the monster are covered with stiff bristles which are poisonous to mammals. Any opponent who strikes the protected area with an open hand or similar attack (claw, bite, *cause wounds* spell, etc.) will immediately be filled with filaments from the bristles and will suffer 1-4 (1d4) points of damage. The victim must also save vs. poison or be paralyzed from the contact. Such victims must receive a *neutralize* or *slow poison* spell within 1-4 rounds or the contact will be fatal. Opponents who strike with a weapon gain the benefit of armor against this defense. To determine if contact occurs, multiply the attacking character's armor class (minus shield and dexterity bonuses) Tenebrous worms are formidable opponents in combat; their heads are equipped with powerful mandibles that drip a highly caustic acid secreted from glands located behind the creature's multi-faceted eyes. Any opponent struck by the mandibles is also subject to the effects of the secretion (save vs. poison at -3, or take double damage from the bite).

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Tenebrous worms look like huge, partially bare caterpillars. The front section of the body is covered with lusterless black bristles, while the hind parts are a wet, nauseating grey. The many facets of the creature's eyes reflect the half-light of the Plane of Shadows with a luminous glimmer. This glimmer is the only warning of their presence. Their small, black legs allow them to move rapidly. Their great maws are flanked by huge, pearly mandibles. These tusk-like weapons are quite beautiful if cut into sheets and inlaid (as is mother of pearl), so they have a value of 1000-3000 gp per set.

For the adult stage of this monster, see "Gloomwing."

Rockworm THOQUA

FREQUENCY: *Very rare*
 NO. APPEARING: 1-2
 ARMOR CLASS: 2
 MOVE: 12"(3")
 HIT DICE: 3
 % IN LAIR: 80%
 TREASURE TYPE: 10-60
 gems (base 10 g.p.)
 NO. OF ATTACKS: 1 and 1
 DAMAGE ATTACK: 4-32/2-12
 SPECIAL ATTACKS: *Heat*
 SPECIAL DEFENSES:
 Fire attacks heal
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: *S*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE:
 III/65 + 3 per hit point



It is suspected that this beast is a larval form of some creature of the *Elemental Plane of Earth* or the *Elemental Plane of Fire*, though some postulate that its origin is an *Elemental Plane* so far undefined. It is shaped like a small purple worm 2' in diameter and 4'-5' long. In colour it is a reddish-silver. The creature lives on the *Prime Material Plane* in rock through which it can burrow at the rate of 30' per turn, creating a red-hot tunnel about 3' in diameter. The tunnel remains hot for two turns after construction; in the first turn the rock is a red colour and inflicts 4-14 hit points of damage on anyone touching it with bare skin, but in the second turn the rock returns to normal colour and a touch inflicts 2-7 hit points of damage. No saving throw is permitted in either case, though particularly in the first turn discernable heat will be radiated from the rock.



In melee the creature will initially charge at an opponent, being able to move at 48" rate for this short burst over a distance no greater than 30'. If the charge hits a victim, he will suffer 4-32 hit points of damage from the heat and the momentum of the charge. Thereafter its mode of attack is simply to touch a victim for 2-12 hit points of heat damage, reverting to normal speed after the initial charge.

When a victim is struck by an attack by a thoqua, whether as a result of a charge or normal attack, the prominent items he is wearing or carrying on the side of his body at which the attack is directed must save against normal fire or be rendered useless. If the attack is a charging attack, these saving throws are made at -4.

If a thoqua is struck by a fire attack it temporarily (1-4 turns) adds the damage to its hit points. However cold attacks inflict double damage on the creature.

Tunnel Worm

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 9+3
 % IN LAIR: 75%
 TREASURE TYPE: M, N, Q
 NO. OF ATTACKS: 1 Bite
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Lunge
 at +2 to hit
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (30' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1350 + 14/hp



This giant cousin of the centipede is an aggressive predator and scavenger. It lives in burrows which honeycomb the walls and ceiling of caves and dungeons. The tunnel worm feeds on and lays its eggs on carrion and will drag corpses back to its lair. It lies in wait near the hidden entrance to its burrow for prey to pass.

A tunnel worm attacks by lunging out of its tunnel and seizing prey with its mandibles at +2 to hit. If it hits, no damage is scored until its teeth have torn through the victim's armor. The tunnel worm takes 1 round to chew through leather, 2 rounds for chain mail, and 3 rounds for plate mail. Once the armor is bitten through, the worm will automatically bite for 2-16 points of damage per round. If the tunnel worm takes 15 or more points of fire damage, or if it loses more than 60% of its hit points, it will release its victim and retreat into its burrow, not attacking again unless cornered.

Tunnel worm burrows are 2 feet in diameter. There may be treasure in its nest which was dragged in with a corpse.

WYVERN

FREQUENCY: Uncommon	SPECIAL ATTACKS: Poison
NO. APPEARING: 1-6	SPECIAL DEFENSES: Nil
ARMOR CLASS: 3	MAGIC RESISTANCE: Standard
MOVE: 6"/24"	INTELLIGENCE: Low
HIT DICE: 7 + 7	ALIGNMENT: Neutral (evil)
% IN LAIR: 30%	SIZE: L (35' long)
TREASURE TYPE: E	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 2	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 2-16/1-6	

Wyverns are distantly related to dragons. These monsters also inhabit places favored by dragons — tangled forests, great caverns, and the like. They are rather stupid, but very aggressive, and wyverns will always attack.

The wyvern bites (2-16) and lashes with its sting-equipped tail at one or two opponents. Any creature struck by this tail must save versus poison or die. Even if the victim makes its saving throw, it takes 1-6 points of damage. Note that the tail is very long and mobile, easily striking over the back of the wyvern to hit an opponent before its front.

Description: Wyverns are dark brown to gray. Their eyes are orange or red.





XILL

FREQUENCY: *Very rare*
 NO. APPEARING: 1–6
 ARMOUR CLASS: 0
 MOVE: 15"
 HIT DICE: 5
 % IN LAIR: 15%
 TREASURE TYPE: C
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK:
 1–4/1–4/1–4/1–4
or by weapon type
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENCES:
See below
 MAGIC RESISTANCE:
 70% (*but see below*)
 INTELLIGENCE: *Very*
 ALIGNMENT: *Lawful evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE: V/325 + 5 per hit point



Xill are bipedal, flame-red creatures, with short, powerful bodies and four arms, all of which can wield weapons simultaneously. If unarmed, they fight with four claws for 1–4 hit points of damage each. The high dexterity of the xill not only accounts for its low armour class (its natural AC is 4) but also gives the creature a hit probability bonus of +3 when attacking (+5 with missiles).

The xill has apparently only one aim in life — to produce young; the creatures are asexual and reproduce by producing eggs which must gain sustenance prior to hatching in the stomach of a living human or near-human. Thus they will try to snatch victims alive.

Xill have the innate power of *ethereality*. They may transfer from the *Ethereal* to the *Prime Material Plane* in one segment (6 seconds), but the reverse process takes two melee rounds. A xill will usually initiate an attack by emerging suddenly from the *Ethereal Plane* near to a chosen victim, achieving surprise 90% of the time. In attacking, it will use two of its arms in an attempt to grapple its victim, while using the other two (which might carry weapons) to subdue. The subduing attacks are resolved in the same way as attacks to subdue a dragon. Upon announcement of intent to *strike to subdue*, all hit points of damage scored by attacks on the victim (from the two subduing arms) are considered non-fatal battering/bruising damage. Each melee round the following fraction is calculated.

$$\frac{\text{Total number of 'subdual' hit points scored}}{\text{Total number of hit points of the victim}}$$

The result is converted into a percentage, and that is the percentage chance of the victim being subdued in that round. Percentile dice are rolled to determine the result and if the score is less than or equal to the percentage derived, the victim is subdued.

The grappling attacks are normal; both grappling arms must score a hit for the grapple to be successful, otherwise it is assumed that the victim has been able to avoid being grappled. However if the victim has previously been subdued, the grappling attack will always succeed in the next melee round. If the xill succeeds in grappling a victim, it will then inject a paralyzing fluid into his bloodstream through its claws, (normal saving throw applicable) in the next melee round. Victims grappled thus have one melee round to break free before the fluid is injected, and they may attempt to do so by 'saving against strength'—a d20 is rolled, and if the result is lower than the victim's strength, he has escaped from the clutches of the xill.

In summary, the xill attempts to grapple and paralyse the victim, or to subdue and grapple him. Once either of these results has been achieved, it will attempt to become *Ethereal* (and its power to do so will extend to its paralysed/subdued victim) and carry the victim to its lair on the *Ethereal Plane* to inject the eggs. During this two-melee-round transitory period when the xill and its victim are turning *ethereal*, the xill cannot move, it is vulnerable to magic (i.e. its magic resistance is reduced to zero) and can be hit by weapons at –3 hit probability. When the transition is complete, however, the creature can only be attacked *ethereally* and its normal magic resistance is restored.

If attacked in its lair on the *Ethereal Plane*, the first priority of the xill will be to save and protect its young and to remove any egg-bound prisoners to a safe place, only then attacking the invaders.

The xill eggs hatch after 1–4 days in the victim's stomach; for the next 2–8 days the larvae collectively inflict 11–20 hit points of damage on the victim per day as they mature, and they then emerge from the victim, killing him instantly, as 2–16 small xill which grow rapidly (1–4 hours) into full-sized creatures.

Protection from evil will always succeed, on either plane, in warding off a xill.

XVART

FREQUENCY: *Uncommon*
 NO. APPEARING: 40–400
 ARMOUR CLASS: 7
 MOVE: 6"
 HIT DICE: 1–1
 % IN LAIR: 40%
 TREASURE TYPE: K
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 2–5 *or by weapon type*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: S (3' high)
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 1/5 + 1 per hit point
 Leaders: 1/20 + 2 per hit point



These small humanoid creatures have bright blue skin and orange eyes. They usually wear loose cloth doublets.

Xvarts are mediary between goblins and kobolds and will generally attack the latter. They fear humans and will only attack a human party if the xvarts are greatly in the majority.

In every group of 20 xvarts there will be one carrying a net, used to entangle and hinder opponents in melee. If 100 xvarts are encountered, one will be a strong leader-type, from 3½' to 4½' tall with 8–11 hit points and attacking as a monster with 2 hit dice.

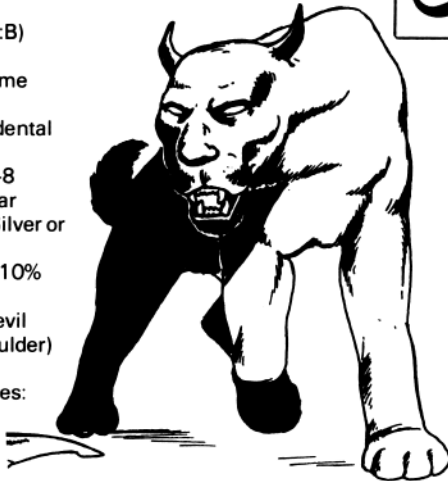
Ordinary xvarts fight with small swords for 2–5 hit points of damage; leaders use a hand axe, mace, flail or morning star with damage by weapon type. Though most xvarts are of the fighter class, a few (5% of a group encountered) will have magic use at 1st or 2nd experience level. One or more tribal shamans will be found in a xvart lair.

Xvarts speak their own language and are fluent in the goblin and kobold tongues. If encountered in their lair, there will always be a leader of 11 hit points and two lieutenants of 8 hit points each, 3–30 giant rats used as guardians and females and young equal to 120% and 200% of the number of males, respectively. Shamans and xvarts with magical abilities will be present in the appropriate proportions.

Xvarts delight in taking prisoners for torture or ransom (or both). They have been known to assist or be assisted by wererats in these endeavours. Their lair is usually in an underground cavern or deep in the heart of a forest.

YETH HOUND

FREQUENCY: Very rare
 NO. APPEARING: 4-16
 ARMOR CLASS: 0
 MOVE: 15"/27" (MC:B)
 HIT DICE: 3+3
 % IN LAIR: 100% (daytime only, otherwise 0%)
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: Fear
 SPECIAL DEFENSES: Silver or magic weapon to hit
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 SIZE: L (4-½ - 5' at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: IV/235 + 4/hp



The hideous monster hounds known as yeth are found only in the wildest, most remote places. They lair in subterranean dens until the clean sunlight fades and they can come forth to hunt. They will devour any warm-blooded prey but vastly prefer demihumans, brownies, and the like.

Yeth hounds make a ghastly baying which can be heard for a mile or more. Creatures within 9" must save vs. spells or flee in panic—usually to be pulled down and gnawed to death by the ferocious pack. Yeth hounds can be struck only by silver or magic weapons, and only the magical pluses of such weapons actually inflict damage, i.e., a +1 *long sword* inflicts 1 point of damage, a +2 *dagger* 2 points, a +3 *spear* 3 points, etc. Silver weapons inflict 1 point because of their metal. As yeth hounds have the magical ability to fly and enjoy service to such creatures as night hags, evil humans, and the like, they will often be encountered cooperating with some sort of evil huntsmen. Of course, such things as will hunt with yeth are not subject to fear from their dreadful baying.

Yeth hounds appear to be huge dogs of dull black color. Their heads have an almost human appearance, and their ears are horn-like. Their eyes glow a cherry red color.



YETI

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVE: 15"
 HIT DICE: 4 + 4
 % IN LAIR: 10%
 TREASURE TYPE: D
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6/1-6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Impervious to cold
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



Inhabiting only regions of icy cold, blooded mankind. Those who do these monsters seldom live to tell the tale, for yeti are very fond of human flesh.

Yeti attacks with two clawing strikes, and if any one of these attacks succeeds with a die score of 20 the yeti has grabbed and squeezed his opponent for 2-16 points of additional damage from the chill of the creature. Worse still, if the creature surprised an opponent, a saving throw versus paralyzation must be made, or the victim has looked into the creature's eyes and is rigid with fright for 3 melee rounds and can be automatically struck twice and squeezed by the yeti.

Yeti are nearly invisible until within 10' to 30' of their prey. (For each level above 1st add 5% chance of spotting a yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one.)

Because of their adaption to cold, yeti are very susceptible to fire, and attacks employing such heat do 50% greater damage.

If found in their lair there is a 30% chance that there are 1-3 females there also, and a 15% chance of an additional 2-5 young if females are present.

Description: These bulky, 300+ pound, creatures are covered in long white fur. Their eyes are pale blue or almost colorless. Their claws and teeth are ivory white.



YUAN TI

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4/0
 MOVE: 12" or 9"
 HIT DICE: 6-9
 % IN LAIR: 70%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Genius
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: 150
 Attack/Defence Modes:
 B,D/F,I,J
 LEVEL/X.P. VALUE: Variable



Inhabitants of tropical jungles, the yuan ti are a degenerate and corrupt race of creatures who were once human. All are devout demon worshippers who have a high regard for all kinds of reptiles. Through dark and unknown practices, their blood has become fouled and they produce monstrosities. There are 3 types of yuan ti: purebloods, halfbreeds, and abominations.

Purebloods are the weakest of the yuan ti, having only 6 hit dice. They are human in appearance, except for some slight differences, such as scaly hands, a forked tongue, or a somewhat reptilian look about them. They are able to pass as humans 80% of the time. Purebloods normally handle affairs with the outside world and may travel far and wide doing so.

Halfbreeds are highly distinctive. Some part of one's body is that of a snake, while the rest is human. Appearance may be determined by the table below (rolling once or twice), or the DM may select the changes.

- 1 = Snake head
- 2 = Torso can bend and move like a snake's
- 3 = No legs, torso ends in a snake's tail
- 4 = Has snakes instead of arms
- 5 = Body is covered by scales
- 6 = Snake tail is growing from backside

If any combination seems impossible or unworkable, the result should be ignored. The DM may also create other results involving snakes and humans.

In attacks, a halfbreed with a snake-head will bite for 1-10 points of damage, one with snake-headed arms will bite for 1-6 points, and one with a tail will constrict for 1-4 points. Otherwise the yuan ti will be able to handle weapons as normal humans. All snake parts will have an armor class of 0. Halfbreeds have 7-8 hit dice.

Abominations are the strongest of the yuan ti. All have 9 hit dice. In appearance they are often confused with nagas and other snake creatures. Abominations are either totally snake-like or have only 1 human feature, such as a head or arms. Their bite (unless from a human head) will do 1-10 points of damage.

All yuan ti with human legs may move 12" per turn. Those with snake bodies move 9" per turn and are able to coil around pillars and the like. Human-headed yuan ti are able to cast the following spells once per day: *cause fear*, *darkness* within a 15-foot radius, *snake charm*, *stick to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*.

Yuan ti speak their own language. They may also speak with any snake or snake-like monster. Those with human heads also speak Chaotic and Common.

YELLOW MUSK CREEPER

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOUR CLASS: 7
 MOVE: *Immobile*
 HIT DICE: 3
 % IN LAIR: 100%
 TREASURE TYPE: *Any*
 NO. OF ATTACKS: 2-12
 DAMAGE/ATTACK: *Special*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE:
 111/65 + 3 per hit point



The yellow musk creeper is a large light green climbing plant with leaves like ivy, dark green buds, and flowers like those of an orchid, bright yellow in colour with splashes of purple. Each plant will have 2-12 flowers and 1-4 buds; it extends over an area up to 20' square. Typically, the plant is found in soily areas underground, though specimens have been identified in the heart of thick forests. The creeper can climb up trees and rock faces with equal facility. It is sometimes planted deliberately in locations where it will 'guard' treasure.

When approached within 10', the creeper will 'attack', the flowers swaying in a hypnotic way before the face of the victim. A successful 'hit' indicates that one of the flowers has puffed a dust, smelling of musk, into the victim's face. The victim must then make a saving throw against magic or be entranced and walk into the mass of the plant, resisting any attempt to restrain him and taking the remainder of the melee round to do so.

Once the victim is in the heart of the plant, aerial roots attach to his skull (no 'to hit' roll required) and his brain is devoured at the rate of 1-4 intelligence points per round.

Any hit on a root will cause it to release, but so many roots will be attached simultaneously that the intelligence drain cannot be prevented by such means. The only way to kill the creeper is to stab at its bulbous root which will be found buried in the earth 1' below the surface. The root will have various personal belongings of previous victims buried near it, since the creeper appears capable of scraping together enough soil from the area nearby to cover evidence of its previous 'successes'.

The effects of the intelligence drain varies. If the drain in a given round reduces the victim's intelligence to zero or below, the victim dies, a bud flowers and a new bud appears. If the victim's intelligence is reduced to one or two points, the victim immediately becomes a yellow musk zombie (see *Zombie*, *Yellow Musk* for details).

Each creeper will have one yellow musk zombie for every two flowers. Intelligence loss in those not killed or transformed into yellow musk zombies is temporary and will be regained at the rate of one point per day of rest. A *heal* spell cast on the victim will restore all lost intelligence points immediately.

ZORBO

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 10 (See below)
 MOVE: 15"/9"
 HIT DICE: 4+2
 % IN LAIR: 30%
 TREASURE TYPE: P, Q, X
 NO. OF ATTACKS: 2 claws
 DAMAGE/ATTACK:
 1-2 each + special
 SPECIAL ATTACKS: Absorption
 SPECIAL DEFENSES:
 Absorption
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: S (3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/280 + 5/hp



This carnivorous beast likes human and demihuman flesh. A zorbo has poor armor class and attack damage when first encountered, but it can absorb the natural armor class of its surroundings in one round: earth = AC 7; wood = AC 5; metal = AC 3; stone = AC 0.

This new armor class lasts 10 rounds and also gives the zorbo a damage bonus equal to its original armor class 10 minus the new armor class. When a zorbo hits an opponent it can absorb the armor class and defensive bonuses of 1 random protective item (armor, shield, ring of protection, etc.), turning that item to dust (no save). If this would make the zorbo's current armor class worse, the item is destroyed, but the armor class is not absorbed. For example, if a zorbo is attacked in a cave and on the 1st round absorbs the armor class of stone, this gives it armor class 0 and a damage bonus of armor class 10-0 = 10. The next round it hits and absorbs its opponent's *shield* +2. This gives it a new armor class of -2 and a damage bonus of +12. The 3rd round it hits the opponent's plate mail (armor class 3), which turns to dust but does not change the zorbo's armor class or damage.



ZYGOM

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 8
 MOVE: 1" (or host - see below)
 HIT DICE: 3 (host's - see below)
 % IN LAIR: 50%
 TREASURE TYPE: By host type and/or incidental
 NO. OF ATTACKS:
 By host type
 DAMAGE/ATTACKS: By host
 SPECIAL ATTACKS: Milky glue
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Unratable
 ALIGNMENT: Neutral (evil)
 SIZE: By host size (1/6' - 1/4' per growth)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/85 + 4/hp, plus experience for host



Zygotes are small individual fungoid growths which consist of a short, thin stem with an ovoid cap. One or 2 dozen such growths are joined by a rhizome structure to form a singular communal creature, a zygote. Although able to exist in earth, zygotes prefer to infest living flesh and nourish themselves on the host's blood and tissue. This infestation controls the host creature by brain and nerve connections. It leads to death in 1-8 weeks, depending on the size and constitution of the host creature. The zygote remains until the whole of the dead body is consumed and then moves on. As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing zygotes. Infestation is typically on head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips, and occasionally small humanoids. Whenever a colony of zygotes comes into rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap will stick fast to the creature. This milk is extremely sticky, and it has the power to glue materials together for 2-5 days before the substance dries and crumbles. If glued to flesh, a colony of zygote spores will infect the creature and begin growth by the time the glue powders, allowing the zygotes to infest and control the host. Only a *cure disease* will remove infestation. Zygote glue can be otherwise embarrassing, for it will stick weapons to targets, creatures to creatures, etc.

As zygotes have fungoid intelligence which is totally alien to humans, no magic affecting the mind—*beguiling*, *charming*, *dominating*, *holding*, *hypnotizing*, etc., will affect them.

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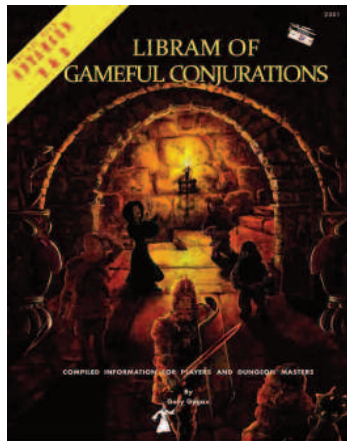
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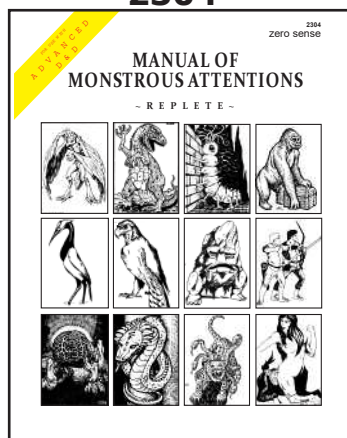
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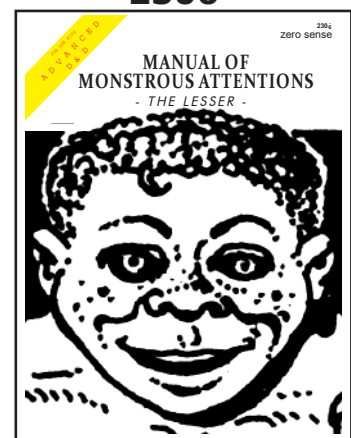
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WHOSIEMADOODLIBOBADOOBALI

FREQUENCY: Unique
NUMBER APPEARING: 0

DAMAGE/ ATTACK: See below
SPECIAL ATTACKS: See below

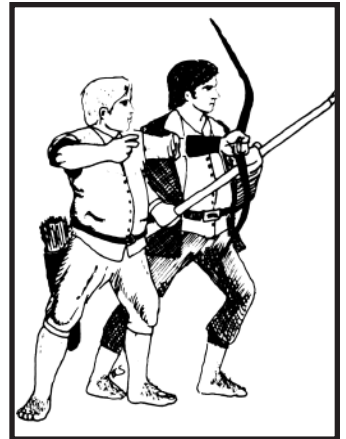
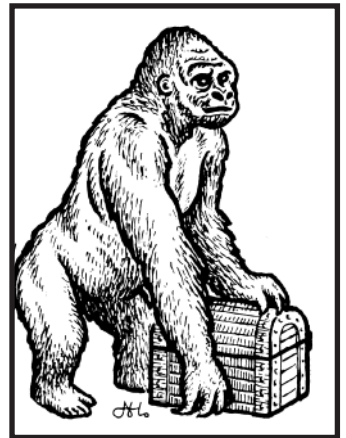


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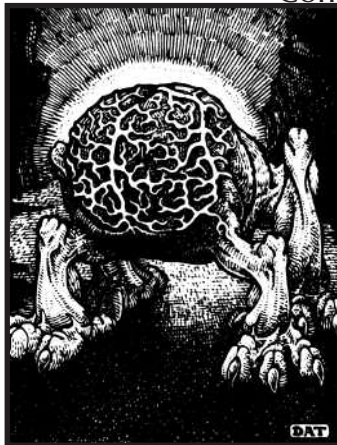
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